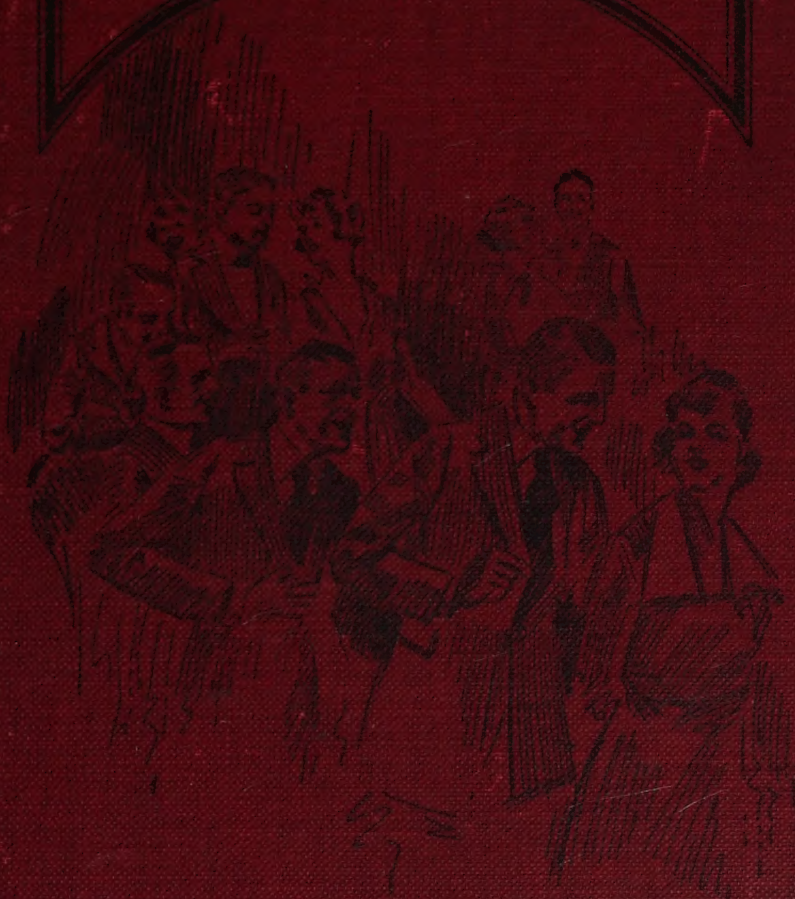
PHUNOLOGY



BY E. O. HARBIN

Phunology

A Collection of Tried and Proved Plans for Play, Fellowship, and Profit

FOR THE USE OF

Epworth Leagues, Sunday School Classes, and Other Young People's Societies

Prepared and Compiled

By E. O. HARBIN

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ACKNOWLEDGMENT.

THE one idea in issuing this book is to put in the hands of literary and social committees sufficient and suitable material to help them in putting on a clean, attractive program of social activities for the young people of our Churches and communities. To this end we have gleaned ideas from every source available.

We make grateful acknowledgment of the many valuable suggestions made by Epworth Leaguers who sent in prize social material.

Especially do we want to express appreciation of the many helpful and valuable suggestions made by Miss Helen K. Boulware, Junior League Secretary of the Methodist Episcopal Church, South.

E. O. H.

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INTRODUCTION.

CHRISTIANITY means fellowship. "Our fellowship is with the Father and with his Son Jesus Christ," says St. John. He further affirms: "We have fellowship one with another." John Wesley declared: "The Bible knows nothing of a solitary religion." It follows that the greater the number of points of common interest, the more complete the fellowship among Christians. The basic fact of Christian experience is the foundation of the brotherhood of disciples of Jesus, but upon that foundation we build in conformity with the demands of our nature with its instincts, its intellectual needs, its moral sentiments and spiritual aspirations. Christian fellowship is not complete apart from the exercise of the larger social affections of the soul.

It is to provide for the spiritual needs of young Christians that this book has been prepared. Enhancement of fellowship by means of play, intellectual activities, social interest, and works of mercy and help is a truly Christian objective. The objection that play is incompatible with the best spiritual development cannot now be raised; at a time when it seemed valid it was unsafe. If the Church occupy only a negative attitude toward the normal craving of young people for entertainment, she will either injure and diminish all their spiritual powers by repression or she will drive them to seeking a right satisfaction in a wrong way; she will drive her children from their homes into commercialized and worldly amusements, thus subjecting them to temptations they ought not to have to bear.

It should be a part of the program of every Epworth League, Sunday school class, and other Christian young people's organization to provide a larger fellowship, under the sanctions and safeguards of the Church, by means of wholesome recreation, literary study, and good work. That this is not always done is due largely to lack of material, not to lack of appreciation of the need. In preparing the matter for the following pages Mr. Harbin has met the need for many thousands of young people's organizations. He has not done his work from the standpoint of a theorist, but from that of a successful practical worker who has specialized in his subject and knows exactly what is valuable and available for his purpose.

The arrangement of the plans given will be found one of the

convenient features of the book. By chapters entertainments of different kinds are grouped, and a chapter of calendar events will enable a committee to find at once and provide for each anniversary as the weeks and months tell their tale of the years. A bibliography makes material for further study easily found and indicates sources.

It is barely possible that a word of defense for the dramatic suggestions may be in order. The well-grounded opposition of the Church to the modern stage should not blind us to the normality of the dramatic instinct. The mental life of the child is largely "make-believe," and the drama in race development emerges in the form of pantomime before there is a literature. A place must be found in our Christian culture for the expression of the dramatic impulse. In fact, parts of the Bible are highly dramatic. In making available a number of playlets of unexceptionable character and Bible dramas Mr. Harbin has certainly made a contribution to our social and intellectual life.

FITZGERALD S. PARKER,

General Secretary of the Epworth League of the Methodist Episcopal Church, South.

NASHVILLE, TENN., March, 1920.

HOW TO CONDUCT A SUCCESSFUL SOCIAL.

THE first step toward conducting successful socials is to realize the importance of having them.

Young people will seek to satisfy the social instinct. It is God-implanted. "Nothing lives to itself. The insects move in swarms, the birds of the air in flocks, and the beasts of the field fraternize." If the Church does not provide for this God-implanted instinct, young people will seek outside the Church for social life.

It is the business of the Church to provide for and direct the social life of its young people. The Church begins to lose its grip on its young people when it fails to appeal to the full-rounded life. The Epworth League foursquare idea, as represented in its four departments, makes such an appeal. Religion is for the whole life. Christ is interested in my play as well as my work.

After a vision of the need, there are four essentials for the conducting of a successful social.

The first is *work*. "Success," says some one, "is like a nugget. You've got to dig for it. The richest gold mine doesn't waft the nuggets to you on the balmy breezes." If you want to put on a successful program of social activities, you've got to dig. It means plan, plan, plan, and work, work, work. No easiest-way method succeeds. No "programmy" socials go. No sameness goes. You keep them guessing as to what is coming. If you do this, you are bound to work.

The second essential is *organization*. A Social Committee chairman can't do the job nearly so well alone. The Third Department Superintendent who doesn't work the Third Department Committee to the limit is making a big mistake. This committee ought to get together to discuss the plans for each social. Definite responsibility for certain features of the social should then be delegated to different members of the committee. Refreshment, Introduction, Decoration, and other committees should be appointed for each social. Work out all these details in your committee meeting.

The third essential is the *research* habit, coupled with resourcefulness. To be successful, to keep your young people on the *qui vive*, to make the next social an occasion to which they

look forward with keen interest, you've got to collect ideas from every source available. Magazines like the *Ladies' Home Journal*, the *Woman's Home Companion*, and others; religious periodicals like the *Epworth Era;* books on socials—all these must be made to pay tribute to your program of social activities. Every Social Committee ought to catch *clipitis* and then fill a scrapbook full of plans for socials, games, stunts, etc., arranging them all in systematic order.

However, no matter how good the ideas you gather in this manner may be, you have to adapt them to your particular group and conditions. There's where you need resourcefulness, and again there's where your committee becomes a necessity.

The fourth essential is *kick.* Kick is synonymous with pep, punch, enthusiasm, or whatever you choose to call it. It indicates that there is no drag. So thoroughly have things been planned that without hitch or hindrance, without any of those awkward pauses that feature some socials, everything moves along smoothly; everything fits into everything else, and everybody enters into the whole program with zest; no one is bored, no one is stiff, no one is neglected.

Work, organization, research, kick—all spell WORK. You can't get away from it. There is absolutely no chance to get by without it. It's the one big item.

PART I.

MONTHLY PROGRAMS.

CHAPTER I.

JANUARY PROGRAMS.

Season Social.
A New Year's Jamboree.
A Calendar Social.
A Twelfth-Night Cake Party.
Jumping the Candles.
Writing Resolutions with Letters.

SEASON SOCIAL.

A season social would go well in January. Divide the company into four groups, Winter, Summer, Autumn, and Spring, according to the month of birth of each one. Thus December, January, and February would form the winter group, and so on.

Decorate booths or rooms appropriately as headquarters for the various groups. For instance, Winter could decorate in white or could use the red and green color scheme, with holly and cedar to help the appearance. Summer could use potted plants to advantage. Hanging birds or butterflies would also add to its "summery" appearance. Autumn could decorate with autumn leaves, real or imitation, or it might use the Halloween idea, with jack-o'-lanterns, witches, black cats, and yellow and black crêpe paper. Spring could achieve a Maypole table, using pink and white crêpe paper streamers with small dolls at the outer edges of the table holding the streamers, or artificial daisies could be used in profusion.

Let the groups now engage in contests of various sorts. Have each prepare some stunt or give a yell or sing a song.

The following contests can be used: The Standing Broad Smile, the Baby Marathon, the Banana Feed, and the Cracker Relay, all of which appear elsewhere in this book.

This social can be adapted to any time of the year if desired.

Decorations and Refreshments.

Decorations.

Summer.—Flags and national colors.

Winter.—White color scheme. Sprinkle with diamond dust. Use a sleigh as a centerpiece. Touch off the white with a bit of holly and red.

Spring.—Green and white, with plenty of natural or artificial flowers.

Autumn.—Brown and red, with autumn leaves and chrysanthemums.

Refreshments.

Summer.—Lemonade and cakes tied with red, white, and blue ribbons.

Winter.—Ice cream and frosted cake.

Spring.—Lettuce sandwiches and olives.

Autumn.—Fruit.

A NEW YEAR'S JAMBOREE.

Your invitation might read as follows:

JAMBOREE! OUI! OUI!

"In what month were you born?
You needn't confess,
But wear something that tells
So that we may guess.

To make yourself at home
We want you to feel free
Next Thursday night at eight
At our New Year's Jamboree.

Broad Street Epworth League, Sunday School Rooms, Thursday, January 1, 1920."

Urge every one to come wearing something representative of the month of his birth. You might require those who disregard your request to pay a fine.

January could wear a very small naked doll labeled "1920," or could come dressed as a snow man or snow girl.

February could wear a white dress covered with red paper hearts or wear a cherry or small toy hatchet on the lapel of the coat, or a miniature picture of Washington would do.

March might wear a shamrock, a bit of green ribbon, or a toy clay pipe. A pair of bellows might be carried and used frequently to remind folks that in March the winds do blow.

April could be arrayed in raincoat and carry an umbrella. A dunce cap or jester's cap and bells might be used. A piece of foolscap paper worn on the dress might keep them guessing.

May could wear a rose tied to a small American flag, indicating Decoration Day, or a crown on the head and chains of flowers

hung about the neck would indicate that the "May Queen" was in attendance.

June could come as a bride or in cap and gown as a sweet girl graduate. A rose worn in the lapel of the coat or in the hair or a corsage bouquet of roses would indicate the month of roses.

July might shine forth in patriotic colors. A Columbia costume would be fitting. An American flag could be worn. Some clever boy might make up as an animate firecracker. A large cylindrical hatbox, or two of them put together, covered with red paper, a piece of rope glued to the top for a fuse, eyeholes cut out so that the "firecracker" might see where to walk, the whole thing slipped over the head and shoulders of the boy, and the thing is done.

August could come as a girl or boy in summer attire carrying a tennis racket. Or some one might think of it as the month of Tennyson's birth and come with a copy of "Sweet and Low" or "In Memoriam" pinned on him. King Arthur and his Knights of the Round Table might also think of coming to the party.

September could come arrayed in overalls or wear a toy spade, indicative of Labor Day. Schoolbooks would indicate it as the month school begins.

October could wear some Halloween novelty—witch, pumpkin head, black cat, etc. A dress covered with autumn leaves (these could be made out of paper if the real leaves are not available) would do very well. "The one-hundred-per-cent American" pinned on the lapel of the coat might remind some one that this is the month of Theodore Roosevelt's birth.

November would be easy. A picture of a turkey, a miniature football worn on the dress or coat, a Camp Fire girl carrying a basket of fruit, a football player—any of these would do.

December could wear a sprig of holly or a picture of Santa Claus. Some one might come dressed as Santa. A clever costume of red and green with trimmings of holly might be conceived.

These and many more ingenious ways to represent the month of their birth will be thought of by the young people.

The first thing on the program would be the guessing of the birth month of each one present. The names and months should be written on a sheet of paper by each guest. A souvenir calendar is given to the person giving the most correct answers.

Now the crowd indulges in stunts for each month of the year.

Snowball Battle.

For January a snowball battle could be staged. The crowd would be divided into two sides. A ball of cotton batting is given to the leader of each side. The idea is to throw this ball through a suspended holly wreath. Each player in turn has one try, a point being scored when the "snowball" goes through the wreath. Captains should line up their players and see that there is no delay in having the players take their turns.

Heart Hunt.

February announces a hunt for paper hearts, awarding some prize for the one who finds the most.

Grand March.

March will start a grand march about the room in which everybody takes part, the leader winding in and out, trotting or walking as the mood may strike him, finishing by winding the party about in a spiral march, reversing his direction when he reaches the center and unwinding the spiral as the grand climax.

Peanut Hunt.

April announces a peanut hunt; and after the crowd has scrambled about awhile in vain search, the leader informs them it is an "April fool."

Spring Song.

Some one could play Mendelssohn's "Spring Song" as a piano solo for May, or some rollicking ring game, such as "Farmers in the Dell," could be played for a few minutes.

Dress the Bride.

For June provide each one with a clothespin, some white crêpe paper and string, and ask them to dress the bride. Allow five minutes for this.

"Firecrackers."

For July pass out "firecrackers" which are sticks of candy wrapped in red tissue paper with a string fuse at the top.

"Jography."

September might divide the guests into four groups according to the seasons. Then conduct a rapid-fire geography quiz after this manner: The leader calls for the name of either a city,

river, or mountain, and then announces the letter with which it must begin. For instance, the leader shouts "City—B." The Autumn group, perhaps, shouts "Boston" just before Spring gets out "Baltimore." Score one for Autumn. Ten calls will be enough. The group with the highest number of points could then be announced as winner.

Fortunes.

Have fortunes written on slips of paper. Place these in two boxes, one for boys and one for girls. Let each one draw a fortune.

"A Yell-'Em-Up."

For November ask each of the groups for September to get up an appropriate yell. Or the game of table football might be played, with representatives of the groups as contestants. This game is described in Chapter XI.

"Eats" and Santa.

For August let the refreshments be served picnic fashion, Santa Claus representing December superintending the distribution of the "eats."

"Pep" Hint.

The person in charge of the program should see that everything is run off in rapid order. Have no delays or hitches. Wise planning will be required. To borrow a camp expression, you must "make it snappy."

A CALENDAR SOCIAL.

Invitations might be written on a card, with a page from a small calendar pad pasted in one corner.

Stunts.

As persons arrive have each write on a slip of paper his name and the month of his birth. No one is to see what is written except the committee in charge. This committee assorts the slips by months and then calls out names of persons in each group, asking them to get together and prepare a stunt representative of their month. Allow from fifteen minutes to a half hour for this. The rest of the crowd guesses the name of the month and shouts it out as soon as some one guesses correctly.

January could stage a snowball fight with handkerchiefs or

have a scene in which the old year departs and the new year enters.

February could celebrate a few birthdays—Washington, Lincoln, or Longfellow, for instance. A burlesque on the cutting down of the cherry tree might be worked out. A clever mock trial could be arranged in which Dan Cupid is arraigned for having wrought havoc in the local society.

March folks could storm or march about. All of them could talk at once and incessantly. Surely somebody would guess that people so "windy" must represent March.

April could have a cornet solo which continues after the cornet has been taken from the lips of the player, a concealed victrola furnishing the music. A violin solo may also be played in the same manner.

May could put on a Maypole dance.

June could have a wedding.

July could celebrate the Fourth or could reproduce some patriotic scene.

August might have a picnic, playing some rousing games and sitting about on the floor and eating an imaginary picnic dinner.

September could have opening day at school.

October could pull off some Halloween pranks. It could make some local hits by having a fortune teller answer imaginary questions for some of those present. A ghost story might be told.

November might stage an imaginary football game, lining up, calling signals, and pretending to run with the ball. Or the Novemberites could do a lot of "Rah-rah-ing," having a yell leader to direct them. Or they might have a mimic Thanksgiving feast, after which they might feign Thanksgiving stomach aches.

December could be represented by the singing of "Silent Night, Holy Night" or other Christmas songs. Or it might be represented by children that are painfully good.

Good Resolutions.

Now each person is given paper and pencil and asked to write "Resolved" at the top. Underneath this each is to write six New-Year resolutions, serious or otherwise. If the crowd is large, three resolutions will be a plenty. These are collected, and some one reads them. The rest try to guess the authorship of each set of resolutions.

Next the guests are asked to write a New-Year resolution for

some one else in the crowd. As each of these is read, guesses are made as to the person for whom the resolution was written.

Calendar Basket Ball.

Now suspend twelve baskets, each with the name of a month on it. Provide twelve rubber balls, each with the name of a month printed on it in black. The trick is to see who can place the greatest number of balls in the right baskets. The score does not count if the ball does not go into the basket of the same name. Each person is allowed two throws with each ball. The baskets may be put on the floor in a row and the players be required to toss from a line several feet away from the first basket, much after the fashion of the old game of "Soakey." Award a calendar as a prize to the most proficient player.

Calendar Race.

If another game is needed, you might try a calendar race. Have the crowd divided and lined up in two sides. Give the leader of each line a set of twelve cards on which are written the names of the months. These cards are mixed up before being given to the leaders. At the signal to go these leaders start the cards down their respective lines one at a time. The end player as he receives the cards puts them on the floor at his feet. When he has received all twelve cards and arranged them in proper order—January, February, March, etc.—he proceeds to pick them up and start them back down the line. The first side whose leader receives all twelve cards and arranges them properly on the floor wins the race.

On the plate with the refreshments have a date to which is fastened with a toothpick a card or piece of paper bearing this query: "Will you make a *date* to meet with the Epworth League Sunday evening at 6:30?"

A TWELFTH-NIGHT CAKE PARTY.

The 6th of January is Twelfth-night, or Old Christmas. In the olden days the Yuletide festivities continued for a period of twelve days, which was the time supposed to be consumed by the three wise men in their journey to Bethlehem. Thus the season of gayety culminated on the evening of January 6, or Twelfth-night. In England and on the Continent it used to be the occasion for elaborate social functions. A ring was concealed in an im-

mense cake, and the guest obtaining it was made "king" or "queen." Every vestige of Christmas green was supposed to be taken down and burned. This was a peace offering to evil spirits and insured good luck to the household.

Cakes are to Twelfth-night what the tree is to Christmas. In London, so one writer tells us, on the night before this festival there are always crowds before the bakery shop windows to see the wonderful display of cakes of all sorts and sizes, some of them ornamented in all sorts of ingenious ways. With this in mind, a cake party is decidedly apropos.

Ask each girl to come in costume representing a cake, cooky, or doughnut, and each boy to come attired as a baker.

Each cake may come accompanied by a baker, or some sort of mixing game may be used after the crowd assembles, and thus each girl will get a baker for a partner.

There are all sorts of possibilities in costume creations.

A dress trimmed with a fringe of tiny sponges would represent *sponge cake.*

A dress of alternate brown and white ruffles and a chocolate drop cap, *chocolate cake.*

A white dress adorned with little red devils and a little devil figure in the hair will represent *devil cake.*

Cup cake could be represented by some one wearing a fringe of tin cups.

Bride's cake, by a bridal costume.

Marble cake, by one dressed in a gown with layers of white, pink, and brown.

Angel food, by white costume with wings.

Pictures of hens sewed on the dress could represent *layer cake.*

Martha Washington cake, by some one in colonial costume.

Oatmeal cake, by some one with Quaker oats signs sewed over the dress.

Ribbon cake, a white dress with spangles of ribbon.

A Cake-Guessing Contest.

1. The society woman's cake? Reception.
2. The schoolgirl's? Composition.
3. The profiteer's? Sugar.
4. The parasite's? Sponge.
5. The lazy man's? Loaf.
6. The minister's? Scripture.
7. The milliner's? Feather.

8. The old lady's favorite? Tea.
9. The milkman's? Cream.
10. The sculptor's? Marble.
11. William Jennings Bryan's favorite? Silver.
12. Suitable for your lady love? Angel.
13. A favorite with most girls? Wedding.
14. The politician's delight? Plum.
15. The candidate for office? Election.
16. The prize fighter's cake? Pound.
17. The gossip's cake? Spice.
18. The champion track team? Cup.
19. The lover's cake? Kisses.
20. The baby's cake? Pat-a-cake.
21. The ball player's? Battercake.
22. Those who indulge too freely in these? Stomach ache.

An additional list of cakes that may be suggested for the costumers might include pancake, battercake (young man in baseball uniform and carrying a bat), fruit cake, orange cake, cooky, coffee, etc.

A cake might be baked in which are hidden a bean, a pea, and a clove. The guest getting the bean becomes king, the one getting the pea becomes queen, and the one getting the clove becomes court jester. Should these go to the wrong sex, the persons getting them may choose whom they will have to serve. Crowns should be provided for the king and queen and a jester's cap or dunce cap for the court jester. The game of "King and Queen" as described in the February chapter may be used.

Let the king with appropriate ceremony decorate the winner in the cake contest with a pasteboard "medal," while the queen places a wreath of some sort on the champion's head. The court jester can perform the same sort of ceremony for the winner of the booby prize, pinning on the medal and then decorating the "boob" with a dunce cap.

Refreshments, cake and hot chocolate.

JUMPING THE CANDLES.

A stunt that could be tried at a New Year's social is the old stunt of jumping the candles. Twelve lighted candles are placed upright on the floor, numbered from one to twelve. One at a time the players jump over them from side to side. The candle snuffed out in this manner indicates the month in which

the person will marry. If no candle is snuffed out, it indicates that the person will not be married during the year.

WRITING RESOLUTIONS WITH LETTERS.

Give out a list of ten letters and have every one write a New Year's resolution, using the letters in the order in which they were given out.

CHAPTER II.

FEBRUARY PROGRAMS.

A Leap Year Party.
A Heart Social.
A Cupid Party.
Cupid's Post Office.
Initial Compliment.
Hearts and Mittens.
Love Letters.
Blind Dart.
Valentine Bubbles.
Valentine Fishing.
Valentine Quoits.
Short Essay.
Valentine Fishpond.
Heart Archery.
Valentine Game.
Valentine Misses.
Suggestions for "Eats."
Cupid's Wheel of Fortune.
Broken-Heart Puzzle.
Famous Lovers' Pie.
To Match Partners.
The Living Valentine.
Washington's Birthday Social.
Additional Washington's Birthday Suggestions.

A LEAP YEAR PARTY.

Every four years comes leap year, when February lays claim to twenty-nine days and the young ladies are privileged to "pop the question." A merry party could be arranged combining the leap year with your Valentine party.

Your invitation, with place and date, might feature this bit of rhyme:

"One year in four
We girls adore,
For this is leap year time.
So watch your step;
They'll get you yet
As some one's valentine.
Now get the date
And don't be late.
We want you to help us celebrate."

In a crowd where all are well acquainted it would be lots of fun to have the girls go for the boys and escort them to the party.

The girls should take the initiative in every way, helping the

men off with their coats, seeing that they are comfortably seated, holding doors open for them, and paying them all the little courtesies usually shown to ladies by well-bred gentlemen.

Pulling Heartstrings.

Suspend from the chandelier or in the doorway two large hearts made of red paper and hung several inches apart. Make a hole in each, through which are run red strings of considerable length, the ends hanging down on either side. The men take hold of the strings on one side and the girls on the other, everybody being careful not to draw the strings taut. At the signal all pull their strings, the hearts are riven, and partners are found holding the ends of the same string. This gives the couples for the next game.

Progressive Confab.

Each person has been provided with ten small hearts cut out of red paper. They sit in a circle about the room in couples and are given a subject on which to converse for two minutes. The use of any personal pronoun in the conversation is barred. The person disobeying this rule must surrender one of the paper hearts to the person with whom he or she is conversing for each infraction. At the end of the two minutes each girl rises and moves to the next man, the men remaining seated. A new topic is given out, and this is continued until a certain number of subjects have been discussed. Some subjects that may be used are: "Childhood Days," "School Days," "First Sweethearts," "Friendship," "Love," "Marriage," "Old Age," etc.

Wink.

Keeping the partners with whom they find themselves at the close of the Progressive Confab, the company can now indulge in the old game of "Wink," with the girls doing the winking. Each girl will step behind the chair of her partner. An odd player will have to be used to stand behind an empty chair. She winks at one of the men, and he must endeavor to elude his guard and go to the winker's chair. The girl guarding may not step from behind her chair, but must endeavor to hold him in the chair. The girl losing her partner becomes winker, and the game continues.

Progressive Proposals.

The men are provided with a number of small hands and mittens cut out of paper. It would help add to the merriment of

the occasion if the men were provided also with fans behind which to hide their blushes. The girl does the proposing. When she is accepted, she is given a hand. If she is rejected, she "gets the mitten." At the tap of a bell each girl moves to the next man to try her luck once more. So it continues until each girl has made the rounds or, in case there is too large a crowd for this, until a certain time has elapsed. The girl who has collected the greatest number of hands in this time could be awarded some suitable prize. A consolation prize might also be given to the one with the greatest number of mittens.

Two More Stunts.

If other games are desired, why not give out to each man a little bit of tissue paper, a needle, some thread, and a peanut and have him dress up the peanut as a doll?

Let each girl write a proposal of marriage to some real or fictitious character. These are collected by the leader and read, some award being made for the most clever proposal.

Refreshments.

Each girl has been instructed to bring an apron, and now the boys don these aprons and serve the refreshments without help from the girls, who wait to be served. A plentiful supply of heart-shaped cookies has been made by the girls during the week, and these and "Love Potion" are served. "Love Potion" is our old friend lemonade, with a few oranges, some grated pineapple, and a bit of grape juice added. This makes a delightful drink.

Additional Subjects for Progressive Confab.

Which does a man love best, his mother, his wife, or his sweetheart?

Which is the best way to a man's heart, through his eyes or his ears?

Whose love is truest, a man's or a woman's?

What are women's rights?

What is your ideal man or woman?

Some Other Valentine Games.

Matrimony.

Let the players see how many small words they can make out of the word "matrimony" in a given time, say ten minutes.

King and Queen of Hearts.

Select a girl and boy to act as King and Queen of Hearts. Have gilt paper crowns decorated, with red paper hearts for each. Improvise a throne and decorate it appropriately. The queen and king sit side by side. Subjects approach the throne one at a time, first a girl, then a boy, and so on. Each girl goes to the king and kneels before him. He whispers instructions in her ears, handing her a large red cardboard heart. Each boy kneels before the queen. Every one must do as bidden. For instance, the queen hands the heart to a boy, who starts the game by kneeling before her, and whispers: "Give this heart to the prettiest girl in the room." The boy makes his decision after more or less deliberation, hands the heart to some girl without a word of explanation, and takes his seat. The girl now reports to the king, kneels, and hands back the heart. He returns it with instructions perhaps to give it to the boy who is "the best entertainer." Each must remember to whom he or she gave the heart and why, but is to tell no one until commanded to do so by the king and queen. At the close, when each one in the circle has had the heart at least once, the king instructs all the players to tell to whom they gave the heart and for what reason, beginning with the first player to report to the throne and then in order to the last person. It may have been for "the biggest feet" or "biggest ears" or "most beautiful eyes" or "the one who would make the most ideal wife," etc.

Heart Toss.

Make two sets of heart-shaped rings of heavy wire, three to each set. Cover with ribbon or crêpe paper. Wind one stake with gilt paper to represent Wealth, hearts ringing it counting five points. The second stake may be longer than the rest and have a laurel wreath at its base. Ringing it counts ten. It represents Fame. Wind the third stake, which might be shaped like an arrow, with pink and have a circle of paper hearts above its base. This is Love, and ringing it counts twenty-five points. Each player gets a try with the three rings, and the first one to make 500 may be declared winner. Or you could choose sides and have the side totaling the highest number of points in one time around declared victor. In this case each side would be provided with a set of rings.

A READING FOR A LEAP YEAR OR VALENTINE PARTY.

Little Mary's Essay on Husbands.

Husbands is the people that your Mammas marry, and she always wishes she hadn't picked out the one she did, but I don't know why, 'cause Husbands all look alike to me.

My Mamma says that husbands are like the things you buy on the Bargain Counters. They look just fine and grand, and you think you'll die if you don't get the one you got your eyes set on, and you fight other women for it, and after you get it and take it home with you and keep it awhile it looks like 30 cents, and you spend your life wondering what made you fool enough to want it.

There used to be a lot of husbands, and it was as easy to go out and get one as it was to shoot a buffalo for breakfast, but every year they got fewer and fewer; and they don't roam the Plains any more, and soon there won't be any husbands or buffaloes left 'cept those in captivity.

My Mamma says that there's no other wild animal in the world as hard to tame as a husband, and then, even after you've had hobbles on one for four or five years, it's liable to break loose and jump over the fence.

Husbands is very nice and polite to strange ladies, and they laugh themselves most to death when pretty slim young ladies tells funny stories; but when their wives are forty years old and have gotten fat, husbands is grouchy, and when their wives tells funny stories all they say is "Humph!"

Husbands is strange creatures, but all the Young Ladies is trying to catch one, and all the Old Ladies that's got double chins that shake when they talk is a-trying to keep the ones they've got.

There are two kinds of husbands, good husbands and bad husbands. Good husbands is one that gives his wife lots of money to spend and goes down town at 8 o'clock and don't come home till 6 o'clock. And a husband that's a mean old thing is one that makes his wife buy things on a bill so he can see how she spends the money, and goes snooping around the kitchen to see how thick the cook pares the potato peelings, and stays at home all day.

A husband is a right useful animal to have around the house, 'cause it pays the bills.

I'm gona have a husband when I'm grown up.—*Author unknown.*

A HEART SOCIAL.

Write invitations on heart-shaped cards on which may be written these words: "Have a heart and accept our invitation to attent a Valentine heart social Monday, February 14, 8 P.M."

Decorate with hearts cut out of red paper or cardboard. Make strings of these hearts and festoon the walls, drop from chandelier, doorsill, etc.

Mixing Game.

Give out hearts that have been cut in two pieces, one piece being given to a girl and another to a boy. No two hearts should be cut just exactly alike. The cut may be straight, curved, saw-toothed, through the middle, off a corner, etc. Be sure to keep them in two piles, so they will match up properly. Have girls and boys match for partners.

Heart Hunt.

Now let the partners engage in a heart hunt. Have tiny red hearts, and a few gold ones perhaps, hidden about the room. Let the players hunt to some rollicking tune played on the piano. The pianist will stop playing for short intervals every now and then, and the hunters must retain whatever position they may be in when the music ceases until it starts again. If any gold hearts are used, they may count five points, the red ones counting one. The couple with the highest number of points at the close of the hunt may be given some sort of prize, such as a small heart-shaped box filled with candy.

Heart-and-Dart Game.

Make a large red heart out of cardboard. Paste on it eight or ten small white paper hearts. Number these. Write on the blackboard or post in a conspicuous place the meaning of each heart. For instance, No. 1 may mean "matrimonial success," No. 2 may mean "no chance," No. 3, "domestic warfare," etc. Players may be divided into sides and the score kept to determine the winner. Each player gets one turn at throwing a dart at the big heart. Whichever small heart he hits records his score as well as his fortune. Darts may be easily made by using a feather, a cork, and a pin. A piece of paper crisscrossed in the cork makes a good substitute for the feather.

Progressive Hearts.

Now play progressive hearts, tally cards having been given each player. A set of cubes, six in number, is on each table.

This game may be bought, or the cubes may be homemade. Get enough cubes of wood from some carpenter shop and mark the sides of each with the letters H-E-A-R-T-S. Each player in turn throws these out on the table. If an H turns up, it counts 5, H E counts 10, and so on. Of course if the thrower turns up two H's he is not entitled to 10, nor to 20 if he turns up two H E's. Five times around constitutes a game, and the boy and girl with the highest score at each table progress to the next table, having tally cards punched. All players must record their own scores for each game on the tally cards. If any player turns three H's, all the score made in that game previous to that throw is canceled. At the close scores are totaled, and suitable prizes may be given to the boy and girl with the highest scores.

Hot chocolate and heart-shaped cookies may be served for refreshments.

CUPID PARTY.

"A cupid party,
A welcome hearty,
A bunch of young folks gay.
Won't that suffice?
Now be real nice
And join us in our play.

Broadway Epworth
League,
Feb. 14, 1916,
8 P.M."

The above invitation, written on white paper cut in heart shape, folded over note size, and sealed with a tiny red heart, was given out to all the young people of the Church.

CUPID SEARCH.

Cut valentines (either fancy or comic, post card, etc.) into two or three pieces. Hide the fragments about the room. The fun consists in seeing which two or three persons can soonest construct a complete valentine by searching out the players holding matching pieces which they have found in the hurried scramble. If larger groups are desired, the valentines may be cut in the number of pieces necessary. These groups when formed may be asked to put on stunts or may engage in various contests.

Cupid Pie.

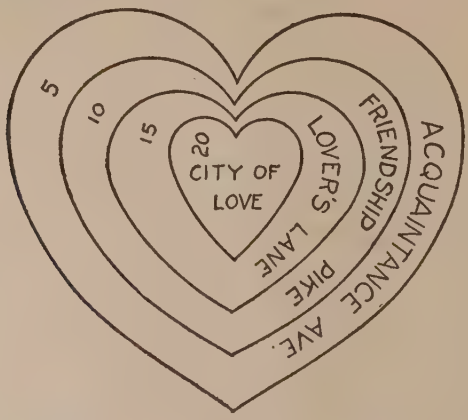
Each player is now given a piece of paper shaped like a pie cut, on which are written a number of words appropriate to the season, with the letters all jumbled:

1. Tahresaceh.
2. Ssseik.
3. Gsish.
4. Oevl rlestte.
5. Moprsesi.
6. Revsol larrques.
7. Sugh.
8. Lapsopro.
9. Gemtagneen gnir.
10. Rargamie larta.

Answers: 1. Heartaches. 2. Kisses. 3. Sighs. 4. Love letters. 5. Promises. 6. Lovers' quarrels. 7. Hugs. 8. Proposal. 9. Engagement ring. 10. Marriage altar.

Cupid Archery.

Make a bow and arrow. A rib out of an old umbrella, with a strong piece of cord tied across the ends, will serve admirably for your bow. A long stick, with a bit of cardboard stuck in one end and a small sharpened nail or pin in the other, makes your arrow. Gild the arrow.



The target will be a large wooden or cardboard heart covered with muslin. The outside rim of the heart is red and is labeled

"Acquaintance Avenue"; the next is white and is labeled "Friendship Pike"; the third is red and bears the inscription, "Lovers' Lane." The small heart in the center is "City of Love." These count, respectively, 5, 10, 15, and 20 points.

Divide the company into sides and let them contest.

Be sure to see that the walls are protected from wild shots on either side of the target.

Cupid Toss.

Each of the two sides now forms a semicircle. A sandwich basket or other low basket is placed in the center, and each side, being provided with an equal number of cardboard hearts, one side with white, the other red, attempts to toss the hearts into the basket. If there are so many players as to make the circle too large, have them contest ten from each side at a time. When all players have participated, count the hearts in the basket so as to determine whether the whites or the reds have won.

Serve "cupid punch" (lemonade with the addition of some grape juice or loganberry juice and grated pineapple) and "love caresses" (lady finger cakes).

CUPID'S POST OFFICE.

Require each person to register on entering the door. In this way you can be sure that nobody is left out in the distribution of valentines. Every one should bring a few valentines, the committee having a few others for emergency use. Each person calls at Cupid's post office for his mail, or Cupid may act as postman and deliver them.

INITIAL COMPLIMENT.

Each boy is handed a slip with a girl's name on it. The boys are then requested, one at a time, to go to the girls designated, giving each a compliment which begins with the initial letter of the girl's name.

As each girl is addressed by a boy she replies, using the initial letter of his first name in her answer.

HEARTS AND MITTENS.

Where you desire to mix your crowd, pair them off in couples and divide them into two sides for some contest that is to follow. Nothing better can be found than this plan:

Cut out of red cardboard half as many hearts and mittens as you expect in your company. Out of blue cardboard cut the same for the rest of your party.

Number them so each heart will have a corresponding mitten. Attach a string to each and place them in a basket, the strings hanging outside.

Each person takes hold of a string and pulls out a heart or mitten, as it may be. Each one then looks for his or her partner.

When all are paired off, a double circle is formed, and some one at the piano strikes up a lively march. Whenever the music stops, all the girls stand still, and the boys move up one. This continues until every one has had a different partner, and finally when the original one comes all indulge in a grand march before the circle breaks up. Now the reds and the blues may contest with one another in various games.

LOVE LETTERS.

Players write love letters addressed to persons of opposite sex, either imaginary or chosen from present company. These are read aloud at the close of the time limit, papers having been exchanged by passing them all two players to the right. Prizes may be awarded for the two best.

BLIND DART.

On a square of white muslin drawn taut upon the wall paste a large heart cut from a piece of old red velvet or plush. Players are blindfolded, given a gilded dart, and told to proceed to the heart and thrust the dart into the heart. All players succeeding may draw for a prize.

VALENTINE BUBBLES.

Suspend from a portière rod between the hall and reception room or from the balcony or chandelier three hearts formed of wire and covered with crêpe paper. Above each is a jingle:

1. Blow your bubble right through here,
   And you'll be married within the year.

2. To be engaged within the week,
   Number 2 is the one you seek.

3. An awful fate for number three,
   A spinster or bachelor you will be.

Have a bowl filled with bubble solution on a table and a clay pipe and small fan for each guest. The bubbles must be first thrown off the pipe and then blown through the hearts with the fans.

VALENTINE FISHING.

Cut out celluloid hearts. Punch a small hole in each one. They may bear the names of the girls present. Each young man fishes with rod, line, and pin hook for these hearts as they float on the surface of the water in a tub.

VALENTINE QUOITS.

Make tiny heart-shaped wire quoits and two wooden pegs representing gilded arrows. Set these in a gilded wooden base, and players can indulge in a game of valentine quoits.

SHORT ESSAY.

Let the girls write short essays on "The Ideal Man."
Let the boys write short essays on "The Ideal Woman."

VALENTINE FORTUNES.

Put these on a table and let the players blindfolded walk to the table and touch one of them. They indicate the fortunes of the players, as follows:

Handful of rice. Approaching marriage.

Pink cardboard stuck full of tiny hearts. Flirt.

Mitten. Rejection or (in case of girl) declination of offer of marriage.

Toy reins. This person will be driven in matrimonial harness.

Bit of crêpe. Beware of widows or widowers.

Toy cat, teapot, or thimble. Spinster, bachelor.

Pop corn. (Boy) "Propose soon, and you will be successful"; (girl) "You must be ready to help him out."

Two matches or two rings. Married twice.

Coin. You will marry wealth.

Paper snake. Beware of a rival to enter your Eden.

VALENTINE FISHPOND.

A number of fishponds are laid out on a long table. These ponds are suit boxes or other large pasteboard boxes with slits cut in the bottom. Boxes are put on the table, bottom up, and valentine post cards are fitted into the slits, with just one corner showing. In this corner a hole has been punched. Each player is provided with a fishing line, a small stick with a red cord and bent pin completing the equipment. Every one fishes for valentines.

HEART ARCHERY.

Heart-shaped target of wood or cardboard covered with white muslin. The outside rim is green, the next is black, the third is yellow, the fourth blue, the fifth red—all together giving the appearance of a series of hearts. Each player shoots with bow and arrow, the color upon which he hits determining his fate.

Love and riches both we deem
Fit for you who hit the green.

Should you shoot and hit the blue,
You will find a love that's true.

If you pass each blooming one,
Love for you has just begun.

If the red your dart should pierce,
The way you'll fight'll be something fierce.

Into the black,
Nary a smack.

Should you by some chance hit yellow,
Your girl'll soon have another fellow.

He whose arrow goes astray
Will surely throw his heart away.

Display these couplets on a cardboard or on the blackboard where every one can see them. Have some one remove the arrows as fast as they are shot.

VALENTINE GAME.

Give ten minutes to see who can make the most words out of the letters in "valentine."

VALENTINE MISSES.

1. What miss sometimes causes amusement and sometimes trouble? Mischief.
2. What miss is distrustful of human nature? Misanthrope.
3. What miss undervalues her opportunities? Misappreciate.
4. What miss is not honest? Misappropriate.
5. What miss is a blunderer? Mistake.
6. What miss can destroy the peace of a home, school, or nation? Misrule.
7. What miss wastes time and money? Misspend.
8. What miss proves an uncertain correspondent? Misdirect.
9. What miss must a traveler shun? Misguide.
10. What miss gets into court often? Misdemeanor.
11. What miss brings trouble and sorrow? Misfortune.
12. What miss shows signs of being ill bred? Misbehave.
13. What miss often twists the meaning of statements? Misconstrue.
14. What miss is untruthful? Misrepresent.
15. What miss makes the world better? Missionary.
16. What miss do we all like to receive, especially if she comes from the home town? Missive.
17. What miss is not a miss? Mister.
18. What miss comes in handy at Christmas time? Mistletoe.
19. What miss ruins business? Mismanagement.
20. What miss is an object of pity? Miserable.
21. What miss is in the wrong place? Misfit.
22. What miss loses lots of things? Mislay.
23. What miss has the wrong name? Misnomer.
24. What miss does an unpopular speaker sometimes have to dodge? Missile.
25. What miss is a woman hater? Misogynist.

SUGGESTION FOR "EATS."

It helps wonderfully to give things new names suitable to the occasion. For instance, lemonade need not be just plain lemonade, but you may call it "love potion." Lady fingers would be "love caresses," candy would be "love sweets," cakes may be "Cupid cakes" or "Cupid confections," and so on.

It would be lots of fun to serve ice cream to couples and have them eat each from his or her saucer with spoons that are tied together with a string nine inches long.

CUPID'S WHEEL OF FORTUNE.

Make a wheel of fortune out of cardboard. Mark it off in twelve sections, naming these sections "journey," "success," "true love," "health," "happiness," "early marriage," "wealth," "matrimonial bliss," "domestic trouble," "single cussedness," etc. Fasten an indicator to the center of the wheel and let each player have a spin to see what Cupid's wheel has to tell him.

BROKEN-HEART PUZZLE.

Supply each couple with a heavy paper or cardboard heart which has been cut in eight pieces like a jig-saw puzzle. These should all be cut alike, so that no couple will have an advantage. The first couple to put the heart together, thus mending the "broken" heart, may be given an appropriate prize.

FAMOUS LOVERS' PIE.

Give out the following list of jumbled names of famous lovers:

1. Even I, angel—Evangeline.
2. Hurt—Ruth.
3. Letuij—Juliet.
4. Natyonh—Anthony.
5. Obza—Boaz.
6. Emoro—Romeo.
7. Artapocle—Cleopatra.
8. Cap ill, sir?—Priscilla.
9. Jo, Ned, n Hal—John Alden.
10. Cobaj—Jacob.
11. Helcar—Rachel.
12. Chunp—Punch.
13. Duyj—Judy.

14. Lonepano—Napoleon.
15. Nosehijep—Josephine.

TO MATCH PARTNERS.

Have two baskets containing tiny red hearts on which are written the names of famous lovers of history or fiction. The boys draw from one basket, the girls from another. Then Romeo seeks Juliet; Hamlet, Ophelia; John Alden, Priscilla; Dante, Beatrice; Leicester, Queen Elizabeth; Petrarch, Laura; Ivanhoe, Rowena; Hiawatha, Minnehaha; Othello, Desdemona; Robert Browning, Elizabeth Barrett; Jack, Jill; Gabriel, Evangeline; Paul, Virginia; Jacob, Rachel; the Prince, Cinderella; David Copperfield, Dora; and Punch, Judy.

THE LIVING VALENTINE.

A game of interest used by one League was "The Living Valentine." There was an empty picture frame, behind which each one stood, in turn, while the others tried to make the "living valentine" laugh. All sorts of things happened, many funny things were said, and no one stood the test very long. The winner of the prize offered stood a little over a minute without laughing.—*Gladys Wheeler, Berlin, Ga.*

WASHINGTON'S BIRTHDAY SOCIAL.

Write the invitations on small cardboard hatchets. You might request the guests to wear colonial costumes.

Use plenty of bunting, flags, etc., for decorations. Have a large picture of Washington draped with bunting. George and Martha might receive the guests.

Collection of Revolutionary Relics.—Have catalogues typewritten, setting forth this great collection of colonial antiquities. Appoint some person as guide and have the company visit the exhibit in groups.

1. The Early Home of George Washington.
2. Washington Crossing the Delaware.
3. The Old Colonel.
4. True Blue.
5. Vision of Washington's Old Age.
6. The Most Brilliant Light of Washington's Era.
7. The Lone Picket.

8. Down on the Suwannee River.

9. The Tax on Tea.

10. The Old Times and the New.

To represent these you would have: 1. An old-fashioned cradle. 2. The word "Washington" written on a slip of paper and placed across the map of Delaware. 3. A dried-up corn kernel. 4. A bottle of bluing. 5. A pair of spectacles. 6. A candle. 7. A fence picket. 8. A downy feather on a map of Georgia on which the Suwannee River is evident. 9. Some tacks on the letter T or on a saucer containing a bit of tea. 10. An old and new copy of a paper named the *Times*.

You may add to this list or substitute others for the ones given at your pleasure. A little thought will suggest some exhibits you can use.

Living Pictures.—Nothing is more entertaining than cleverly presented living pictures. Get some one to make a huge frame. Stand this out from the wall some distance, say ten feet, with long sticks running back on either side from the top of the frame to the wall, helping to hold the frame in place. These sticks also serve as a framework for the top and side covering. Drop dark-colored blankets down from the sticks to cover the sides, and cover the top by spreading blankets across. Of course any dark-colored heavy cloth will do for this covering of sides and top. Cover the front of the frame with mosquito netting. Drape a large box at the back of this inclosure to serve as a platform on which the participants may pose. Arrange for a light to shine inside the inclosure and upon the poser. Have the frame curtained off, letting pages in colonial costume pull the curtain aside when the picture is ready to show. All lights should be turned off while the picture is being presented except the light that is to shine on the picture. If the instructions are followed as outlined, the tableaux will be very effective.

Put on the following program of songs and pictures:

1. A Revolutionary Belle.

2. An Old-Time Beau.

3. Solo or quartet, "Love's Old Sweet Song."

4. A Continental Soldier.

5. The Cherry Tree Scene.

6. The Soldier's Dream. (Have some one sing "Little Mother of Mine" while another poses as a sweet old lady sitting in a rocking-chair looking at a photograph of her boy.)

7. Tenting To-Night. (Show three or four boys, either in

colonial uniform or in khaki, sitting around a camp fire, which may be produced by the use of some sticks, a bit of red tissue or crêpe paper, an extension cord, and an electric light globe. Have a male quartet sing "Tenting To-Night.")

8. Columbia. (Tack a large American flag across the back to serve as a background for this picture, which should come as the climax of your entertainment. Have every one stand and sing "The Star-Spangled Banner.")

Refreshments, cherry ice and cake.

ADDITIONAL WASHINGTON'S BIRTHDAY SUGGESTIONS.

Washington.

Let each one see how many words he can make out of the word "Washington."

Flag Relay.

Have several teams of from five to ten runners each. The teams line up with the first runner on each team toeing the mark. Opposite each line is a tiny flag stuck in a half potato and standing erect on the floor. The first runner on each team at the signal runs to his flag, picks it up, and carries it back to the next runner, who in the meantime has moved up to the starting line. No. 2 starts as soon as he has been handed the flag, carries it back to the potato, sticks it in its original place, and rushes back to touch off No. 3, who in turn has moved up to the starting point. No. 3 gets the flag, hands it to No. 4, and so on. The first team to cover the course in this manner wins.

Patriotic Anagrams.

Lettered chips of cardboard are faced down on a table. Some one turns up a chip, showing the letter. The first player to call some word of patriotic suggestion receives the chip. The winner is the player with the greatest number of chips at the close of the game.

This game may be played progressively, piles of chips being placed on several tables. The players would count chips after a few minutes of play, note the number on a tally card, put back all chips, and allow the girl and boy with the highest score to progress to the next table. After twenty or thirty minutes of actual play, the game is called, scores totaled, and the winner announced.

Playing the War Game.

Provide each player with pencil and paper. Hang the following questions pertaining to the war on the wall (allow a specified time for answering):

1. A part of the body and a vowel.
2. Light knocks.
3. An English river and parts of the human body.
4. A boy's head covering and two thousand pounds.
5. A month.
6. To hinder and to help.
7. The inside of a nut.
8. A popular "movie" star.
9. A short sleep and what flour comes in.
10. A carousal and a great Southern soldier.

1. Army (arm-e). 2. Taps. 3. Defeat (Dee-feet). 4. Captain (cap-ton). 5. March. 6. Blockade. 7. Colonel (kernel). 8. Chaplain (Chaplin). 9. Knapsack (nap-sack). 10. Reveille (Revel-Lee).

CHAPTER III.

MARCH PROGRAMS.

Irish Bubble Party.
A Pat Party.
An Irish Frolic.
Miscellaneous:
- An Invitation.
- An Irish Gathering.
- Suggestive Words.
- Shamrock Aprons.
- Irish Melodies.
- Snakes.
- Matching Green.
- Irish Potato Race.
- Potato.
- Animal Show.
- Kissing the Blarney Stone.
- Pig.
- Harp.
- Irish Towns.
- Irish Songs.
- Refreshment Suggestions.

IRISH BUBBLE PARTY.

Why not have something different for your St. Patrick's social? Young folks get tired of the stereotyped "programmy" affairs we so often palm off on them for socials. How about an "Irish Bubble Party"?

The Social Committee should meet and make enough tissue paper hats to provide one for everybody who comes to the social. Half the hats should be green and half white. They should be numbered, the green set being numbered in doubles from one on up and likewise the white set. Thus there will be two greens numbered one, two numbered two, etc. There would also be two whites numbered one, two numbered two, etc. Every one who comes to the social is expected to wear one of these hats during the whole of the evening's fun. The hats should be kept in four separate piles, a boy's pile and a girl's pile for each color. The girl and boy having the same number and color become partners for the evening.

The social opens with a grand march around the room to a piano accompaniment, everybody singing "The Wearing of the Green" or some other appropriate song.

Then they are to gather at the several tables, on each of which are a bowl of soapsude and a clay pipe for each player. The soap bubble contests then begin. Judges have been previously appointed.

1. *Largest Bubble.*—The person blowing the largest bubble at

each table has a green ribbon bow tied on his pipe. These persons then contest, and the winner gets an additional bow.

2. *Partner Bubbles.*—Partners by putting their pipes close together may make one large bubble. The partners at each table making the largest bubble in this way get a green bow each. The winners then contest as before, and an extra green bow is allowed the winners of the final.

3. *Highest Bubble.*—The person at each table to blow the highest bubble gets a green bow in this contest. As in the other contests, the winners contest for the additional bow.

4. *Most Bubbles.*—The person who can blow the most bubbles from one dip into the solution wins in this event. Winners at the various tables again contest to decide the champion.

5. *Through Wreath.*—A wreath is hung in a convenient place, and each person able to blow a bubble through it gets a green bow.

6. *Bubble Tournament.*—The Greens and the Whites line up against each other in this contest, about one and one-half feet on each side of a rope or line stretched across the room. The Greens are furnished with fans, the Whites with pipes and bubble solution. For five minutes the Whites blow bubbles and endeavor to have them break on the enemy's side of the line. The Greens with their fans endeavor to prevent this. Judges award one point for every bubble that breaks in Green territory. The situation is then reversed, and for five minutes more the Greens try to blow bubbles into the White camp.

The following is a good bubble solution recipe: Fill a preserve jar two-thirds full of boiling water. Add three ounces of castile soap finely shaven, a teaspoonful of sugar, and four tablespoonfuls of glycerin. Shake thoroughly and strain through a white cloth.

Care should be taken to cover all tables used with oilcloth or heavy paper.

Clay pipes may be gotten through some dealer in town at something like eighty-five cents per hundred at wholesale price.

Shamrocks or little white clay pipes with a tiny green ribbon bow may be given as souvenirs.

Refreshments: Sandwiches tied with green ribbon, olives, pickles, Irish potato chips, green tea, and green mints or candy. Brick ice cream would also be appropriate.

(This social may be used at any other time by eliminating the St. Patrick idea.)

Bubble Race.

Let two contestants each represent four sides, say the Murphys, the Caseys, the O'Briens, and the O'Malleys. One contestant on each team has a fan; the other is the bubble blower. At a given signal contestants blow one bubble each, shake it off the pipe, and the fanner tries to waft it toward the designated goal line. The first over the line wins. If the bubble breaks, the fanner may come back to the starting point and get another bubble to start on its way.

Bubble Croquet.

This contest may be held on a table covered with a woolen cloth, upon which ribbon-bound wickets are placed at intervals. Sides contest, and each player may blow three bubbles at a turn, endeavoring to fan or blow them through the wickets. Five points are counted if the bubble goes through one wicket, ten if it goes through two of them, and fifteen if it goes through the third one before bursting.

A PAT PARTY.

A great man was St. Pat,
We assure you of that,
And so we're givin' him a party
To honor his name
And add to his fame,
And we're invitin' you, my hearty.

Have Pat and Biddy meet all the guests as they arrive, giving to each a shamrock or a tiny Irish flag or a bit of green ribbon to wear. Pat meets all the ladies, and Biddy attends to the "gintlemen."

Snake Hunt.—Cut out tapering pieces of green paper and hide them about the room. The guest that finds the most snakes may be given some sort of prize—a toy snake, for instance.

An Irish Potato Race.—Match the girls against the men in the following manner: Four chairs, two at each side of the room, are needed. On the chairs beside the contestants are three potatoes each. With a spoon these must be carried across to the opposite chair, deposited there, and then they must be brought back in like manner. Count the wins to decide whether the *Biddies* or the *Pats* are victors.

This contest may be run in relay style, one runner carrying them across the course and another bringing them back.

A "Pat" Contest.—Give out paper and pencil and put the following questions on the blackboard for answer:

1. Pat fighting for his country?
2. Pat grown haughty and of noble birth?
3. Pat playing with the baby?
4. Pat mending his clothing?
5. Pat with an ornamental quilt?
6. Pat protecting his own ingenuity?
7. Pat as the head of a family?
8. Pat in relation to his children?
9. Pat abroad speaking an inferior dialect?
10. Pat grown very old and with hoary locks.
11. Pat in uniform and on the force?
12. Pat at the dressmaker's?
13. Pat imitating raindrops?
14. Pat on the table?
15. Pat an object of sympathy?

1. Patriotic. 2. Patrician. 3. Pat-a-cake. 4. Patching. 5. Patchwork. 6. Patent. 7. *Paterfamilias.* 8. Paternal. 9. Patois. 10. Patriarch. 11. Patrol. 12. Pattern. 13. Patter. 14. Patty. 15. Pathetic.

Pat's Hat.—Have some one draw a funny Irishman wearing a plug hat on a square of white muslin. Each player in turn is given a shamrock and, blindfolded, attempts to pin it to Pat's hat. Those who succeed may draw for a prize.

Irish Tenpins.—Divide your crowd into two sides now—the Murphys and the Caseys—and let them engage in an Irish tenpin contest. The tenpins are numbered from 1 to 10, and contestants roll a long potato at them. A scorer will keep count and total the scores for each side.

Where tenpins or Indian clubs are not available, substitution may be made by putting up sticks on round bases.

Serve mint jello and "Killarney" cakes.

AN IRISH FROLIC.

Invitation written in green ink: "Can yez attind a frolic and gineral divarsion on the 17th of March in the avenin'? Shure, 'tis wilcum ye'll be."

Have a supply of gold harps, green shamrocks, white pipes, and green snakes cut out of paper. Each person as he arrives

has either a harp, a shamrock, a pipe, or a snake pinned on him. This service may be performed by two uniformed "cops" or by two Irish colleens wearing little green crêpe paper bonnets.

The groups now form, the crowd having been equally divided between the harps, the shamrocks, the pipes, and the snakes. As the Irish are strong on politics, each group may "ilict" a leader, at least two candidates running for leader of each group.

Irish Flag March.—Tiny Irish flags or square bits of green paper pasted on toothpicks have been stuck up about the room wherever possible. Some one plays the piano, and all four groups march around in a circle, clapping hands. When the music stops, which it does at unexpected intervals, all players scramble for the flags. Immediately the music strikes up all players must resume their marching and clapping. This continues until all the flags have been collected. The person with the largest number of flags is declared champion of Ireland. All flags in each group are also counted to determine which group is winner.

A Green Contest.—Each group is furnished the following list of question, which must be answered in a specified time, the entire group working together on it (all answers contain the word "green" or its equivalent):

1. Suggestive of an apple? Greening.
2. Suggestive of a well-known poet? John Greenleaf Whittier.
3. One of our national defenses? Fort Greene.
4. A valuable paper? Greenback.
5. A town in Kentucky, Texas, and many other States? Greenville.
6. Suggestive of flowers? Greenhouse.
7. Easily hoodwinked? Greenhorn.
8. Part of the rainbow? Green.
9. Suggestive of a plum? Greengage.
10. A country? Greenland.
11. Suggestive of a theater? Greenroom.
12. A green that's jealous? Green-eyed.
13. A green that beautifies a country home? Greensward.
14. A green used extensively in the war? Grenade.

The answers are read, each group marking its own paper and announcing how many answers were correct.

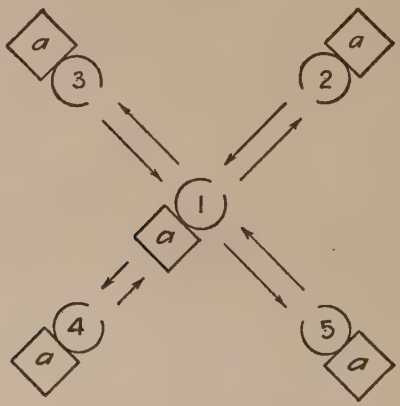
The Blarney Race.—Each group is represented in the blarney race by a girl and a boy. The girls are lined up at one side of the room, the boys at the other. At a given signal each girl starts for her partner, holding in her hand a sealed envelope

containing a single easy word. He must open the envelope and write a complimentary couplet as quickly as possible, using the word he finds in the envelope for the rhyme. For instance, the word in the envelope may be "pink." So he may write:

"O lassie divine, with cheeks so pink,
You're the sweetest girl in town, I think."

The girl then rushes back to the starting point with this bit of blarney, the first one back being declared winner. All couplets are then read to the crowd.

Irish Golf.—Allow the sides now to contest in a game of Irish golf. Of course a small potato is used as a golf ball. A lath with a piece tacked to it at one end at right angles will serve as a golf stick. The golf course is represented by five tomato cans, one in the center and the four at equal distances out from it on four sides. These cans should have a section cut out of the side



so that when the can is stood upright the "golf" ball may be driven into it. Contestants will start at the center and make a round in this manner: Ball is shoved or driven out from No. 1 to No. 2. When the player has gotten the ball into No. 2, he drives back to No. 1, then to No. 3 and back to center, to No. 4 and center, to No. 5 and center. Each time the player must "hole" the ball before proceeding. The number of strokes required to complete the course marks the player's score. The group that finishes with the lowest score is declared the winner. The champion Irish golf player may also be determined by the

individual scores. Players play one at a time. If desired, a certain number of players may represent each group. It might be well to tack each can to a block of wood at the back (*a*) to keep it from toppling over. The can in the center will then have to be turned at the pleasure of the "golfer."

Announce which group scored the most points during the evening. Serve some sort of lettuce sandwiches and "tay," finishing up with green mints.

MISCELLANEOUS.

An Invitation.

One Epworth League sent out the following invitation to a St. Patrick's party. It was written in green ink on white paper shamrocks:

"The 16th of March in the avenin'
Has been chosen by a few
To have a St. Patrick's party,
And we're invitin' you.
Please come and wear an Irish smile;
We want you on the scene.
You'll find the place quite aisily;
'Twill all be trimmed in green."

Each person was given an Irish name on entering, and the boys were told to go to an arranged post office, where they were to secure the names of their partners and green hats for them to wear. Irish games were played, the concluding feature being the bubble tournament as outlined in the Irish Bubble Party.

An Irish Gathering.

Divide the party into groups—the Maloneys, Murphys, Kellys, etc. Each family group will be composed of father, mother, and five or six children or relatives, the number in the family depending on the size of the crowd. Each family group is required to perform some stunt for the entertainment of the crowd.

Suggestive Words to Keep in Mind When Arranging for a St. Patrick's Social.

Harp, shamrock, pig, pipe, Paddy hat, Biddy bonnet, frog, potato, snake, and shillalah.

Shamrock Aprons.

Use large paper napkins or white tissue paper for skirt. Cut out enough green tissue paper shamrocks to make a border around the apron, which may be cut to shape desired. A double-fold strip of white tissue paper will serve as top of apron and belt. The shamrocks may be cut out of the decorated border in crêpe paper, if that is available. It would be lots of fun to let the boys make these aprons for the girls to wear.

Irish Melodies.

Some one at the piano plays a few bars from each of a dozen Irish melodies. Players guess what they are and write down the names.

Snakes St. Patrick Drove Out of Ireland.

1. Worn a few years back in winter time by women? Boa.
2. Worn all the year round? Garter.
3. Baby plays with it and never gets hurt? Rattle.
4. Expensive to feed in these days of high cost of living? Egg eater.
5. How Fritz would describe a napkin? Viper.
6. Deadly to the negro race? Black snake.
7. An Indian wears it with comfort? Moccasin.
8. A nickname given to Northern sympathizers with the South during the Civil War? Copperhead.
9. A very fast horse? Racer.

Matching Green.

Six samples of different shades of green cloth and two squares of pasteboard. Cut samples in half. Paste one-half on one piece of cardboard and one-half on the other. Mark one set with letters or Roman numerals and the other with numbers, taking care that the matching pieces do not correspond except that they may correspond in one shade as a "catch." One piece of cardboard is hung on one side of the room and the other across from it. Paper and pencils are given the players, and they are asked to write down the matching halves—thus, A-2, B-1, etc. Players whose answers are correct may draw for a prize of some sort.

Irish Potato Race.

"Praties" may be propelled over the course with wands decorated with bows of green ribbon. Or the ordinary potato race

may be run, setting out a row of five potatoes for each contestant. These are to be brought back one at a time and deposited in a basket, the first player finishing by getting all his potatoes in the basket in this manner winning. This may be varied by requiring contestants to hop or to carry the potatoes in a spoon.

Potato.

Give five minutes for players to make as many words as possible out of the letters in the word "potato."

Animal Show.

Let players gather around a table on which are placed peanuts, raisins, prunes, a bunch of wooden toothpicks, wire hairpins, etc. Each player receives a potato, out of which he must fashion an animal or hobgoblin of some sort, using the peanuts and fruit for heads and the toothpicks for limbs, tails, etc., as fancy dictates. At the end of ten minutes the different animals are arranged on the table for exhibition, and judges award prizes to those that seem the funniest. It may be possible afterwards to donate all the potatoes to some poor family, first giving the potatoes a washing.

Kissing the Blarney Stone.

Whoever kisses the blarney stone will ever after say nothing but pleasant words.

Get a smooth white stone. Scrub it well. Place it in the center of a small table. Blindfold the players and let them attempt to kiss it, no feeling about for location being allowed. The fairies say those who kiss the blarney stone will be successful ever afterwards.

The spirit of contest may be injected into it by dividing into sides and awarding points for each successful attempt.

Harp.

Each player in turn is given a piece of chalk, blindfolded, and told to draw a straight line to represent a string in an outlined harp on the board.

Pig.

1. To draw a pig while blindfolded.
2. To pin tail on a pig while blindfolded.

What Irish Towns Mean.

1. A sovereign and a city? Queenstown.
2. A stopper? Cork.
3. The capital of Ireland? Dublin.
4. A popular girl and speedy? Belfast.
5. A garment that protects from rough weather? Ulster.
6. To be cunning and to depart? Sligo.
7. To slay and to venture? Kildare.

Irish Songs.

A pleasing program of Irish songs could be arranged. There's something about the lilt and melody of an Irish song that always charms. Such songs as "Kathleen Mavourneen," "The Harp That Once Through Tara's Halls," "The Wearing of the Green," and "My Wild Irish Rose" might be used, as well as some of the popular Irish ballads of recent years. "Mother Machree" would be in this class. Get some songs on your program that every one can sing.

Refreshment Suggestions.

Pistachio ice cream, cakes with green icing, mint jello, lettuce sandwiches with mayonnaise dressing, green mints, green stick candy, olives, pickles, blarney sandwiches (tongue and chopped olives), and Hibernian or Irish punch. The latter is made in the following way: Make a strong lemonade, add a pint of lime juice, the juice of six oranges, and two grapefruit. Add plenty of crushed ice and water to suit taste.

CHAPTER IV.

APRIL PROGRAMS.

An April Fish Party.
An April Fool Party.
April Fool Suggestions.
A Rainbow Party.
An Easter Party.

AN APRIL FISH PARTY.

"Poisson D'Avril" (April Fish) the French say instead of "April Fool." The inference is that they are easily caught. A fish in that country is typical of the day. So why not cut out paper fish and write your invitations on them?

Following up the fish idea, hand to guests portions of cardboard or paper fish and tell them to match for partners. You may arrange it so boys will find boys for partners and girls will discover that they match up with other girls. Or you may arrange it so no two parts match, and after there has been sufficient scramble for partners you may call "April Fool." In case the latter plan is used, add zest to the scramble by announcing a prize for the first two to match up as partners.

Still following up the "fish" idea, announce a "fishing trip." Have tiny paper fish hid in every conceivable place about the room. Every one joins in the "fishing trip" and of course endeavors to "catch" as many fish as possible. At the close of this game award a prize to the one who has the *smallest* number of fish.

Fix up a booth or corner of the room and display this sign in front of it: "Step in and See the Big Fish." A large mirror faces the victim as soon as he steps inside. Across it is written "April Fool."

Fishing.—Now allow the company to do some fishing by answering the following questions with the names of fish:

1. A prolonged cry? Wail (whale).
2. A choir singer? Bass.
3. The mariner's dread? Rock.
4. It's awful slippery? Eel.

5. It's a good idea sometimes to come down off it? Perch.
6. An animal that has practically disappeared? Buffalo.
7. A persistent serenader? Cat.
8. What we are liable to do in deep mud? Flounder.
9. A weapon of warfare that's more ornamental than useful in these times? Sword.
10. Mother's pride? Son (sun).
11. Sometimes they shoot? Star.
12. A censorious, complaining fish? Carp.
13. A household pet? Dog.
14. A swindler? Shark.

A Fish Relay.—Divide the company into several groups—the whales, the sharks, the eels, the buffaloes, etc.—and let four girls and four boys represent each group in a fish relay. Each girl is provided with a glass of water and a teaspoon. At the signal the first girl on each team begins feeding her partner the water, a teaspoonful at a time. As soon as this couple finishes it must sing to the tune of "We Won't Go Home Until Morning":

"One is born every minute,
One is born every minute,
One is born every minute,
And that ain't telling no lie."

Not until they have finished this can the next couple begin, and so on. The team finishing first marches around the other teams singing "One is born every minute."

Boys' Fishing Contest.—Now let all the girls gather in one room and all the boys in another. Two at a time the boys are to be invited into the room where the girls are, and there they engage in a fishing contest. Two chairs are provided, as well as two fishponds (inverted shoe or suit boxes with slits cut in them, out of which cardboard fish protrude a few inches). A hole is punched in the fish's head, and a fishing line and bent pinhook are provided each fisher. The rules of the contest require the fishing to be done with one eye shut. To make sure that the contestants don't peep, two girls are appointed to hold their right hands over each boy's right eye. The palms of these hands have been previously smutted. The victims are allowed to remain in the room while others are brought in. Of course they must not allow the newcomers to see what has befallen them.

Fishing for Partners.—Let the boys now fish for partners, a screen being put in front of the door of the room where the girls

are and each boy in turn dropping a fishing line over the screen. Some girl takes hold of it and becomes his partner for refreshments.

Serve "sinkers" (doughnuts) and "angler's tea" (lemonade poured out of a jug) for refreshments.

AN APRIL FOOL PARTY.

Have all sorts of April fool traps about the room.

1. A handkerchief tacked to the floor.

2. A mirror badly "cracked" by use of strips of paper and soap.

3. A box of good candy labeled "Take one" will last surprisingly long.

Give each guest a fool's cap of red and white crêpe paper. This is to be worn during the evening.

The hostess may present to guests as they arrive a hand which comes off, to the amazement of the new arrival. This may be arranged by stuffing a long glove and holding it on a stick so as to conceal the real hand.

Ask each one to write down the most foolish thing he or she ever did. Collect and read papers, asking players to guess the authorship of each one.

Have a doll-dressing contest for all the boys, furnishing each one with a peanut, some tissue or crêpe paper, needle, thread, pen and ink. Put them on exhibition and let the girls vote for the cleverest creation. Give as a prize a neatly wrapped box which, on being opened, is found to contain nothing.

Divide the crowd now into two groups, the Jesters and the Jokes, by having them draw slips from a hat. Each group may be asked to put on a stunt. They may also engage in the following contests:

Girls' Whistling Contest.—This may be conducted in one of two ways. (1) Select one or more girl contestants from each group. Let them stand facing the rest of the company and at a given signal begin whistling. It doesn't matter what they whistle. The girl that continues whistling for the longest time wins. Opposing "rooters" may do all manner of things to make whistlers laugh. (2) Have one girl and one boy represent each group. The girls toe the mark, the boys being across the room directly opposite their partners. Each girl is given a sealed envelope and at a given signal must run across to her partner, open the envelope, and whistle the tune indicated on a slip of

paper inside the envelope. As soon as the boy recognizes the tune he writes the name of it on a slip of paper and hands it to the girl, who slips it into the envelope and races back to the starting point. The first to get back with the correct tune wins. Have some one present the winner with a fancy dish purchased at the ten-cent store. As he is about to hand it to her he stumbles and drops the dish, breaking it, seems disconcerted for a moment, but soon recovers himself and says, "April fool."

Fool Relay.—Select four contestants for each group. Have teams line up, with the first runners in line toeing the mark. Each player holds a cardboard letter, there being one "F," two "O's," and one "L," lining up in proper order, for each team. The contestants bearing "F" start walking to the designated goal in the following fashion: Four steps forward, about face, two steps back, about face, four steps forward, about face, two steps back, etc., until the goal is reached, when the contestant places his letter on the floor or sets it up against the wall, as the case may be, and returns, walking in the same manner. The second contestant has moved up to the starting line and starts as soon as No. 1 crosses the starting line. Each contestant must proceed as did No. 1, four steps forward, reverse, and two steps back. Mincing steps on the reverse movement are barred. The first team to spell "Fool" in this manner and have all its runners cover the course wins.

Obstacle Race.—Select one contestant from each group. Place a number of obstacles in the race course—buckets, books, cups, tumblers, etc. Let them try the course first, walking through it. Then blindfold contestants. Now have some one remove all obstacles noiselessly and start your race. If this is done cleverly enough, you will have some fancy high stepping to avoid knocking over or touching any of the obstacles, since one of the rules laid down is that each obstacle touched counts one point against the contestant. Contestants must walk and not attempt to run.

To get partners for refreshments have a number of strings three-quarters of a yard long. Shut them between folding doors or catch in any ordinary door, so that the ends hang on either side. The boys are on one side and the girls on the other. Each person takes hold of a string, and when doors are opened, or when the door is opened, persons found holding the same piece are partners.

Serve "tomato" salad, which proves to be a mixture of blood oranges, white grapes, and pecan nuts served in cucumber boats. Sandwiches with sliced bananas for filling will also be delight-

ful. Sandwiches as slices of cake with nut filling wrapped in paper would also do.

Chocolate cigars and cigarettes may be given out.

April fool candy may be had at the candy store. It is well, however, in your serving to remember this bit of wisdom from some writer: "Let your guest be fooled by unexpected tastes, but not unpalatable ones."

APRIL FOOL SUGGESTIONS.

Have misleading placards, directions on which lead the guests to unexpected places and mix the crowd.

Have crazy greetings about the room, such as "Happy New Year," etc.

Have a quartet which, after an elaborate prelude on the piano, during which they arrange themselves, open and close their mouths without a single sound and take their seats.

Have a *Backward Social.* Ask the girls to wear dresses backward; the boys have their ties hanging down the back outside the coat. Let the players engage in a *Japanese Crab Race,* as described elsewhere in this book, or put on a *Japanese Crab Relay.*

Fix up ice cream to resemble croquettes by plentifully sprinkling the cone-shaped portions with toasted cake crumbs.

April Fool Statements.

1. Jonah was an English poet.
2. Charlie Chaplin was once President of the United States.
3. John Bunyan is an ex-prize fighter champion.
4. John McCormick was a great inventor.
5. Theodore Roosevelt wrote "Pilgrim's Progress."
6. Thomas Edison was swallowed by a whale.
7. Billy Sunday wrote "Freckles."
8. James J. Corbett is a popular Irish tenor.
9. Alfred Tennyson is a popular movie actor.
10. Gene Stratton Porter was once a ball player.

Give paper and pencils to the players and have them correct these statements.

A RAINBOW PARTY.

Invitations.—Use the following lines from Byron on your invitations:

"Be thou my rainbow to the storms of life,
The evening beam that smiles the clouds away
And tints to-morrow with prophetic ray."

The rest of the invitation reads: "Rainbow Party, April 16, McKendree Epworth League, 8:30-11 P.M."

Decorations.—Have a very riot of color everywhere. A huge rainbow can be effected by use of crêpe paper or cheesecloth in the seven prismatic colors. Over this draw a bit of white gauze to blend the colors.

The following are the prismatic colors that must be kept in mind in working out this social: Violet (purple), indigo (dark blue), blue (light), green, yellow, orange, red.

Rainbow Chase, or Seeking the Pot of Gold.—Hide somewhere in the room a thimble or something of the sort, representing the pot of gold at the foot of the rainbow. The players are to hunt for it. Each player as he finds it quietly takes his seat, not disturbing it and not tipping off other players as to its hiding place.

Bow Contest.—Give guests paper and pencil and a set of the following questions, which may be answered by words beginning or ending in "bow," "bo," or "beau":

1. An Old Testament bow? Boaz.
2. Appellation given by Christ to two fiery disciples? Boanerges.
3. A Halloween bow? Bogy.
4. An unconventional bow? Bohemian.
5. A South American bow Bolivia.
6. A sausage bow? Bologna.
7. A bow without fraud or deceit? *Bona fide.*
8. A rich yielding bow? Bonanza.
9. A military bow? Bonaparte.
10. A bow that's always acceptable? Bonus.
11. A poorly fed bow? Bony.
12. An acid bow? Boric.
13. An animal bow? Bovine.
14. A ne'er-do-well bow? Hobo.
15. A dandy bow? Beau Brummel.
16. A bow that is a dangerous weapon? Bowie knife.

Making Wishes.—The rainbow is a symbol of hope. Therefore a "wishing bee" would be appropriate. Let each person write a wish for some one else present, signing the name of that person. All papers are handed in and read to the crowd.

Rainbow Charades.—Number sets of slips from one to seven.

Let players draw and then find the rest in their group. Thus there will be seven groups. After all the groups have gathered let the social chairman whisper to the leader of each group the name of one of the colors of the rainbow. Give each group a few moments now to plan for acting out the name of its color. The rest of the groups guess what color the group represents. A vote might be taken or judges may act to decide which group most cleverly represents its color. Some suggestions follow:

Purple (purr-pull).—Each of these syllables could be easily worked out.

Indigo Inn-dig-go.—Have some wayworn travelers register at a country inn, etc.

Blue.—Group could sit about disconsolate and tell one another their troubles.

Green.—Have country boy show lack of knowledge of city ways or work "green" idea out in other ways.

Yellow (yell-o or low).—Have the group march about in a circle, giving some yell. Or after a yell let them proceed to pass under the clasped hands of two persons, the hands being held so low that they have to go under on all fours.

Orange (r-range).—Have the entire group do a bit of semaphore signaling by standing with arms extending straight out from the sides. This is R in the semaphore code. Then have boys pretend to be engaged in a battle with an unseen enemy. The gunner (using an overturned chair) may be instructed by the captain that his shot is "too high," 'too low," etc., until he gets the proper range.

Red (read).—Have group sit on platform. One player finishes reading a newspaper and passes it to another. This person passes it on with the information that he has *read* it.

The social chairman should be ready with suggestions for the groups if they need help.

Rainbow Stab.—Against the wall arrange a rainbow effect of colors, cutting the colors out of paper. Or arrange the rainbow colors like a fan, each color narrow at the bottom and spreading to a half foot at the top. Each color has a special number on it from one to seven. Players are blindfolded, provided with a pin stuck through a strip of white cloth, and sent up to stick this on the rainbow or fan. The player is credited with the number of points represented by the color thus stabbed. Each of the seven groups is represented by an equal number of contestants.

Rainbow Relay.—Now select from the seven groups fourteen players to form two rainbow teams. Each team is given seven bits of cloth or ribbon in prismatic combination. Each player is given his color and a pin. A white cloth is hung at the opposite side of the room. The teams line up in the following order: Purple, indigo, blue, green, yellow, orange, and red. Both purples are toeing the mark and at a given signal hop to the white cloth and pin up their colors. They then can race back (not hop) to the starting point and touch off the next player in order, who has moved up to the starting point. The first team to finish its rainbow of colors and get back to the starting point wins.

All the company can now gather about the piano and sing "I'm Always Chasing Rainbows."

For refreshments let every one order by numbers from 1 to 7 without informing them as to what the numbers mean. Three selections are allowed. Thus some one may select 1, 3, and 5, and the waiter would bring a toothpick, an empty glass, and a glass of water, the menu being as follows: 1. Toothpick. 2. Lemonade. 3. Empty glass. 4. Plate. 5. Glass of water. 6. Sandwich. 7. Cake. Of course after the bit of fun all are served lemonade, cake, and sandwiches, or whatever they lacked of this combination.

Additional Suggestions.

Rainbow fortunes might be told by placing disks of the different colors on a table and allowing the players blindfolded to touch a color. The colors may be shifted about after the player is blindfolded, so that he won't be sure which spot to touch.

1. Purple means renown and fame,
   You will win an honored name.

2. Dark blue's like the rolling sea,
   So a traveler you'll be.

3. Since you wisely touch the blue,
   You will find a sweetheart true.

4. Now, alas! you've chosen green,
   You will never wed, I ween.

5. Yellow means abundant gold,
   Thus for you is wealth foretold.

6 (*a*). Orange means this fate's in store,
You'll wed one who's been wed before.

(*b*). Orange means your prospect's bright,
Your wife will let you out at night.

7. Red for you this fate discloses,
You'll wed the first one who proposes.

Another Party Idea.—You may arrange a series of seven stunts, or games, in which all can take part. Award the different colored ribbons for those who are among the first three in the different contests. Thus a hunt will be arranged. The three with the largest number of finds will be awarded a purple ribbon, for instance. Cards are provided, and the colors are pasted on the cards as they are awarded. Or a series of progressive games could be worked out and ribbons be awarded winners instead of punching the tally cards.

All players completing the rainbow effect on their tally cards might be given some sort of award.

The Cobweb Idea.—Still another way would be to use the old cobweb party idea, winding long pieces of string intricately about the room, over and under chairs, upstairs, etc. Each person takes hold of one end of a string, and the fun begins as they wind here and there, crossing one another, tangling with one another, up the steps, then down again, finally coming to the end of the string just beneath and at one end of the big rainbow, where a prize of some sort is found tied to the string. It may be a small sack of candy or peanuts or some funny little souvenir.

AN EASTER PARTY.

Invitations.—Write invitations on butterfly or egg-shaped cards. They may read after this fashion: "An eggs-ellent Easter party has been planned for Friday night by the —— Epworth League. We are eggs-pecting you to be present. No eggs-cuse will be eggs-cepted. We begin eggs-actly at 8 P.M."

Partners.—Let girls form a line in one room and the boys in another, arranging both lines according to height. Have them march out, meet, and come up double file, so that the tallest become partners, and so on.

Egg Hunt.—Now have an egg hunt, hiding paper eggs about the room. The couple finding the most eggs is declared winner.

As prizes you might give them each a "Funny Easter Egg." These may be made in the following manner: Empty an egg-shell by pricking a hole in either end and blowing the contents out. Paint a face on it. Make the hole at the small end large enough to allow you to pour in a teaspoonful of small shot. Pour in melted wax on top of the shot. Glue over the top a little round cap of red or blue flannel. No matter how you stand it, it will always right itself.

Easter Hat Show.—Each couple is now furnished with tissue paper, scissors, needle and thread, or paste, etc., and each boy is requested to make an Easter bonnet for his partner to wear. Some wonderful creations will result. When the hats have all been finished, the girls don them and parade before a committee of judges, who decide which is the cleverest creation. The boy who emerges as winner of this contest then appears before the judges, one of whom steps forward and says: "I am going to crush this egg over your hard head, and it isn't hard-boiled either." While saying this he does that very thing. The egg has been emptied of its contents and stuffed with confetti or tissue paper cut in tiny bits. Scent these by spraying with perfumery and cover open end of shell by using a bit of gold paper or a red or green seal. Decorate to suit taste. A similar egg may now be presented to the young man with the compliments of the judges.

Divide the company now into three groups—the Bunnies, the Chicks, and the Bad Eggs. Let them engage in the following contests:

Bunny Race.—One contestant will represent each group. They must stoop like "bunnies" and hop to a given goal. Tie a bow of ribbon around the winning "bunny's" neck. If the groups are small in number, every one may have a chance, running one race after another, scoring one point for each winning.

Easter Tenpin.—An equal number of players from each group engage in this contest, using every one present if possible. Little toy chickens are set up as tenpins, and the players bowl with a rubber ball. Have the chicks numbered from 1 to 10 (a smaller number may be used if you find them difficult to get) and far enough apart to keep the scoring from being too heavy. Allow each player three trials. Have a scorer keep track of the scores made.

Decorate the room in yellow and white, which are the Easter

colors; yellow as "emblem of the sun and typical of the goodness of God," white as "typical of purity and all things made new."

Another Easter Suggestion.

Egg Fortunes.—Put paper eggs of various colors in a box. Players draw without looking.

Draw the red,
Never wed.

Get the blue,
Lovers' true.

Snatch the green,
A husband (wife) that's mean.

If it's the white,
She(he)'s here to-night.

If you choose the brown,
She(he)'s in another town.

If you should pick the pink,
You'll get a peach, I think.

If you should get the yellow,
You(she)'ll get another fellow.

CHAPTER V.

MAY PROGRAMS.

Indoor Lawn Party. Indoor Picnic.
Other Suggestions. Strawberry Social.

INDOOR PICNIC.

This social indoor picnic may be used in May or any other month as well.

Decorations.—Use branches of trees. Tie them to pillars or stand them in corners to represent trees. Potted plants will help out. One League holding this social in its Sunday school room hung swings from the balcony, placed several seesaws about the room, covered the floor with leaves, and improvised a spring in one corner by making a mound of leaves around a bucket of clear, cold water. Here the picnickers could come for a drink. A lemonade stand where lemonade and cake are served is also a possibility.

The picnic is a joint affair for the pupils of Sleepy Hollow and Podunk Sunday Schools. Superintendents have been appointed for these wide-awake schools, and every one is assigned to one group or the other.

As one of the big features on such occasions is the contest between the two schools for supremacy in certain events, so the contest idea may feature in the evening's program.

MERRY-GO-ROUND.

First let everybody take a ride on the merry-go-round. Form a big circle and play the kindergarten game "Luby Loo." For those who don't know this game the following brief explanation is necessary. The players all sing, suiting action to the words:

"I put my right foot in,
I put my right foot out,
I give my foot a shake, shake, shake,
And turn myself about."

Chorus (all skip about in circle, taking hold of hands):

"Here we go, Luby Loo,
Here we go, Luby light,
Here we go, Luby Loo,
On a Saturday night."

Then "I put my left foot in," etc.

"I put my right hand in,"
"I put my left hand in,"
"I put my head in,"
"I put my body in."

(All march toward the center, then back.)

Crisscross Bean Bag.

Line up at least ten contestants from each side, with contestants alternating down the lines which face one another. Thus down one line will be first a Podunkite, then a Sleepy Hollowite, and so on down the line. The line facing them will have first a Sleepy Hollowite, then a Podunkite, and so on. Five white bean bags are given to the captain of one side, standing at the head of one line, and five red or blue bean bags to the captain standing at the head of the other line. At a given signal the captains start the bean bags one at a time down the line in zigzag fashion. That is, he tosses it to No. 2 in the line opposite him, No. 2 tosses it across to No. 3, and so on. The first team getting all its bean bags back to its captain is given five points. Should a player throw to a player on the opposing team, or should he drop the bean bag, one point is credited to the opposing team for each error.

Pictures.

One of the features of most big picnics is the picture man who makes 'em while you wait. Stretch a sheet over a doorway. Place a lighted candle or arrange your lights so that a clear-cut shadow will show on the screen when a person stands back of it. Each Sunday school will take turn about guessing the names of the persons whose shadows show on the screen. First, one school will have the shadows of all its members shown, one at a time. Then the other school exchanges places with them. The school guessing the most correctly wins.

Baseball Game.

Nine players represent each team. Those "at the bat" take places on the bench. The team in the field takes regular positions, and the game is played as described in "Baseball Buzz."

Quoits.

A match game of quoits may be played with a ringtoss set. Two players could represent each Sunday school. Twenty-one points is out.

Fishing.

Let all the girls gather in one room, all the boys in another. Put a screen across the door between and let the boys fish for partners. A boy steps up toward the screen with fishing pole and line. He tosses the line over the screen, and some girl takes hold of it and thus becomes his partner for "eats." Thus each boy goes fishing for a partner.

Eats.

The girls have prepared sandwiches, pickles, etc., and now all the company become seated in a large circle on the floor, the food being served out before them picnic fashion. Ice cream could be served in cones from a booth.

Songs.

Close the evening's program with the singing of some familiar songs.

STRAWBERRY SOCIAL.

A strawberry social or festival always makes a strong appeal. One we attended at one time had the following most entertaining program:

They had advertised as a special feature "A Mysterious Male Quartet." No one but the members of the committee were "in" on it. At the proper time from another room came the strains of an old negro spiritual song, "I know the Lord has laid his hands on me." The crowd began to sit up and take notice. As soon as this number was finished a quartet of negroes from a near-by negro church stepped out on the platform amid the applause that followed their singing. They then sang: "Couldn't

Hear Nobody Pray," "Pearly Gates," etc. This surprise put the crowd in a good frame of mind to enjoy the rest of the evening's program.

We next *Matched for Partners.* Pictures of men had been cut in two and passed around, half to the girls and half to the boys. These pictures had been cut out of fashion books gotten from a men's clothier's shop.

The couples thus formed engaged now in a *Man Completer Game.* Paper and pencil were given to each couple, with a list of the following questions:

1. The man to be avoided? Mansion.
2. The traveling man? Mango.
3. The untruthful man? Manly.
4. The man for the violent criminal? Manacle.
5. The musical man? Mandolin.
6. The gossiping man? Mantel.
7. The stable man? Manger.
8. The court man? Mandamus.
9. The dye man? Human.
10. The physician? Manicure.
11. The literary man? Manuscript.
12. The married man? Herman.
13. The many-sided man? Manifold.
14. The oarsman? Roman.
15. The Hebrew man of the desert? Manna.
16. The Chinese man? Mandarin.
17. The man with many engagements? Mandate.
18. The small man? Manikin.
19. An Epworth League man with whom all Epworth Leaguers should form acquaintance? Manual.
20. The butcher man? Manslaughter.

The couple winning in this contest were invited to the platform. Two dishes of ice cream and strawberries and two spoons were placed on a small table. They were invited to sit on opposite sides of the table and feed one another ice cream and strawberries in full view of the crowd. Both entered into the spirit of the thing and much merriment resulted.

Italian Ensemble.—As a closing feature of the evening's fun four teams of three men each took their places on the platform. Bananas were passed out. At a given signal the first man on each team began peeling and then eating his banana. As soon

as he finished No. 2 began. The first team to consume the bananas in this fashion was declared winner.

Strawberries, ice cream, and cake were served as refreshments.

OTHER MAY SUGGESTIONS.

An indoor lawn party would make a jolly occasion. Decorate with plants, benches, porch chairs, Japanese lanterns, etc. Have the young people bring their banjos, ukuleles, and guitars. Sing popular songs and League "pep" songs. Let everything be done in informal style, but don't allow things to drag. Play "Slang," "Truth," "Throwing the Handkerchief," and any other games you think desirable. Light some candles and have a marshmallow roast. The marshmallows could be held over the flame on sharp-pointed sticks. Serve lemonade, colored with a few cupfuls of strawberry juice, and cake.

Have a *May-Time Party* and play a lot of rollicking games. For ages the first day of May has been one of frolic. May games were played back in the Middle Ages.

The Snow Frolic described for December can be easily adapted to this month, putting fortunes on the strings around the snowman's neck instead of presents.

CHAPTER VI.

JUNE PROGRAMS.

A Flower Social.
A Flag Party.

A FLOWER SOCIAL.

Decorate with a profusion of flowers and plants. Make the room as attractive as possible. Write the invitations on pansies that have been cut out of paper and painted by the Social Committee. Ask each person to wear his birth month flower. Give each person on entering a rose to wear. Let these be pinned on by girls wearing garlands of flowers hung about the neck and a wreath of flowers on the head.

Flower Hunt.—Write names of birth month flowers on slips, at least twenty for each month. Hide these about the room. Tell the players to hunt, but to pick up only those of their own month. For instance, one born in June could collect only "roses." The hunters must not assist one another in making discoveries of flowers. A short time is allowed for the hunt, when the social chairman or leader should blow a horn for the return of the hunters. Flowers are counted, and the winning boy and girl may be given an additional rose each.

Birth Month Flowers.—January, snowdrop; February, primrose; March, violet; April, daisy; May, hawthorn; June, rose; July, poppy; August, water lily; September, morning-glory or goldenrod; October, hop vine or aster; November, chrysanthemum; December, holly.

A Floral Love Story.—Now pass out paper and pencils and let the players answer the following questions with the names of flowers:

1. Her name and the color of her hair? Marigold.
2. Her brother's name, and what he wrote it with? Jonquil.
3. Her brother's favorite musical instrument? Trumpet.
4. With what did his father punish him when he made too much noise with it? Goldenrod.
5. What did the boy do? Balsam.
6. At what time did his father awaken him? Four-o'clock.

7. What did he say to him? Johnny-jump-up.
8. What office did father hold in the church? Elder.
9. What did she call her lover? Sweet William.
10. What, being single, did he often lose? Bachelor's button.
11. What did he do when he proposed? Aster.
12. What did he lay at her feet? Bleeding heart.
13. What did she give him in return? Heartsease.
14. What flower did he cultivate? Tulips.
15. To whom did she refer him? Poppy.
16. Who married them? Jack-in-the-pulpit.
17. When he went away, what did she say to him? Forget-me-not.
18. With what did she punish her children? Lady's slipper.
19. What hallowed their last days? Sweet peas.

ANOTHER WRITING CONTEST.

1. What flower gives the time? Four-o'clock.
2. What flower is an incessant traveler? Wandering Jew.
3. What flower illumines? Morning-glory.
4. What flower is festive? Hop.
5. What flower is a popular man with the ladies? Sweet William.
6. What flower is religious? Jack-in-the-pulpit.
7. What flower has the names of two girls? Rosemary.

Daisy Fortune Teller.—Make several different bunches of paper daisies. These may be presided over by the Flower Queen, who directs that each player shall come forward and pull one leaf off of one daisy in each set. The words of the fortune are written with ink on the underside of the petals. The first set tells the seeker's chief virtue, the next tells the greatest fault, the third the future occupation, and the fourth some future fate.

Flower Garden.—Give each player the name of some flower. Have them sit in a circle with one player standing in the center. He may say: "I enter the flower garden, and I want a rose and a lily." Players with those names must immediately change seats, while the center player endeavors to get one of the vacated seats. When he succeeds the player losing out must take his place in the center. When the center player announces a "windstorm" all flowers must change seats, and in the general mix-up the player standing may endeavor to get a chair.

A Rose Relay Race might be worked out, using the Shuttle Relay as a basis, the runners carrying a rose from one side of

the course to the other. Or the Weaver's Relay might be used, the first player carrying the rose, delivering it to the player to the right of his original position as he finishes. This player carries the rose as he weaves in and out and then passes it to the player to his right until the entire group has run and the rose has been returned to the first player to run. Immediately he receives it he holds it high above his head so that the judges may see that his team has finished.

A Sunflower Minstrel feature may also be worked out for the entertainment of your crowd. Those who take part in this, of course, will be in black face, with a stiff, wide, yellow petal collar giving the sunflower effect. This may be fashioned by cutting your collar out of stiff cardboard and covering the petals with yellow cloth or paper. Or all participants may stick their heads through an opening in a long strip of cloth. Around each opening has been fashioned a large sunflower, either by painting or by sewing yellow petals on the cloth. Songs may be sung in this manner and jokes pulled off on persons present. "My Wild Irish Rose," "The Rose of No Man's Land," "You Wore a Tulip," "The Last Rose of Summer," and any songs of this sort will fit in appropriately.

A FLAG PARTY.

June 14 is Flag Day, making a flag party appropriate for that day. The social might be held on a large porch or on the lawn. When held out of doors, Japanese lanterns should be added to the decorating scheme. Have an abundance of flags everywhere.

Stars.

Begin your program by having every one sing "The Star-Spangled Banner." Then introduce some special musical numbers and readings appropriate for such an occasion. The "stars" will shine in these features. A suggested program follows:

Reading: "Your Flag and My Flag." Wilbur Nesbit.

Solo: "Flag of My Heart." Werrenrath. (Victor Record.)

Song: "Battle Hymn of the Republic." (Make the congregational singing a feature of the program.)

Reading: "The Name of Old Glory" (James Whitcomb Riley.)

Stunt: "How the Flag Was Made."

Two soldiers on guard duty pass each other. "Say, we ain't got no flag," says one of them. "Gee, ain't it fierce?" is the reply. "I'll see George about it." One soldier passes off the scene,

and Gen. George Washington appears. Guard goes through burlesque salute and then says: "Say, George, we ain't got no flag." "Gee, ain't it fierce?" replies George. "I'd better see Betsy about it." The next scene shows George calling on Betsy Ross. "Betsy, we ain't got no flag." "I know, George. Ain't it fierce? I think I'll have to make one." Betsy turns her back to the audience and pretends to be sewing a flag. Then she turns with the completed flag and waves it.

Stripes.

Divide the party into two sides, the Reds and the Whites. Put on the Flag Relay as suggested in the chapter for February. Let the two groups engage in the flag contest, all the persons in each group working together on the answers to the questions asked.

Flag Contest.

1. A stone or a flower? Flag.
2. A fanatic who scourges himself? Flagellant.
3. A musical instrument? Flageolet.
4. The sort of spirit some Epworth Leaguers show? Flagging.
5. A grossly wicked flag? Flagitious.
6. A railroad flag? Flagman.
7. A flag popular with anti-prohibitionists? Flagon.
8. A notorious flag? Flagrant.
9. A naval flag? Flagship.
10. A tall flag? Flagstaff or flagpole.

Some Patriotic Victrola Records.

"Taps" (musical setting by Pasternock). Schumann-Heink.
"My Own United States." Dixon and male quartet.
"We'll Never Let the Old Flag Fall." Hamilton.
"American War Songs." Victor mixed chorus.
"Star-Spangled Banner." John McCormick.

CHAPTER VII.

JULY PROGRAMS.

A Patriotic Party.
Introducing George and Mrs. Washington.
Other July Suggestions:
"Eats."
Red, White, and Blue Contest.
Artists' Demonstration.
Red, White, and Blue Party.
A Columbia Party.
Bubble Tennis.

A PATRIOTIC PARTY.

Here's a party that can be appropriately given on July 4, Flag Day, or Washington's birthday.

Singsong.

Have a rousing singsong, using many of the songs made popular during the war, such as "Keep the Home Fires Burning," "Over There," "There's a Long, Long Trail," "Long Boy," "Round Her Neck She Wore a Yellow Ribbon," etc. You might also use some of the familiar home songs and hymns. Close the singsong with the singing of "The Star-Spangled Banner," every one standing, of course.

Progressive Conversation.

Form two circles, with the girls on the inner circle and the boys on the outer one. Let the circles march in opposite directions to martial music. When the music stops, the marchers stop and face one another. A leader announces the first topic for conversation, allows them a short time to talk, then taps a bell. Each boy moves up one partner, another topic is announced, and so on. The leader should keep the movement lively by tapping the bell at short intervals, compelling a change of partners. The following subjects may be discussed:

1. Edison.
2. Patriotism or Pershing.
3. War or Woodrow Wilson or Washington.
4. Organized Patriotism—the American Legion.
5. Russia or Revolutionary Days.
6. Trenches or Training Camps.
7. High Prices and the Nation's Unrest.
8. Law and Order.
9. England.
10. America or Army.
11. Germany.
12. U-Boats in the War.
13. Enemies of Our Nation.

You will note that this list of topics makes an acrostic, spelling "Epworth League." Ask if any one has discovered, during the game, the big topic for the whole evening.

Ringing Liberty Bell.

Divide the company into three groups—the Reds, the Whites, and the Blues. Make a heavy cardboard bell of several thicknesses of cardboard. Cut a hole in the center of it some four inches in diameter. Hang this bell in a doorway, tying it with heavy strings at the top and on either side, holding it in place so it will not swing back and forth. Immediately behind the hole in the bell and several inches back of it hangs a small bell. The idea is for players to stand some ten or more feet away and toss a tennis or small rubber ball through the hole, causing the bell to ring. Each player gets one try, and points are kept, the side totaling the greatest score winning.

Reading.

Have some one give James Whitcomb Riley's "Old Glory" or "Your Flag and My Flag" as a reading, or any other patriotic number.

Shuttle Flag Relay.

Have the three groups represented in this race by teams of ten members each. Mark out the course and line up the teams in rows, half of each team being lined up on one side of the course and half on the other. Hand a small flag to the leader of each team. At a given signal the three leaders run to the opposite side of the course, handing the flag to the first runner in line as he reaches the line. This runner immediately rushes

to the opposite side, handing it to No. 2 in the line just opposite, No. 2 having moved up to the starting point in the meantime, and so on. The team all of whose runners carry the flag across the course in quickest time wins.

Refreshments.

Ice cream or hot chocolate and star-shaped cakes may be served. Also serve red, white, and blue mints.

Decorations.

Let there be a profusion of the national colors, flags, etc. Stick a potato full of tiny flags and hang it from the doorsill.

INTRODUCING GEORGE AND MRS. WASHINGTON.

Here's a stunt that's full of fun. Put all the players out of the room and bring them in one at a time to meet the distinguished guests. One player acts as go-between, bringing the guests in and introducing them. George and Martha stand over in one corner. It is not necessary that they be in costume. The guest is brought forward and introduced with much to-do to Gen. George Washington, who expresses his pleasure as he shakes hands with the guest. The General now very graciously requests that the guest meet Mrs. Washington. This time when the victim holds out his hand to shake hands as Mrs. Washington extends hers, the General steps forward and shakes Mrs. Washington's hand, leaving the guest with hand extended and feeling very foolish.

OTHER JULY SUGGESTIONS.

"Eats."

Chocolates done up in red tissue paper to look like torpedoes. Stick candy wrapped in red tissue paper to represent firecrackers. Stick tiny flag in individual cakes or in the ice cream. Wrap sandwiches in white tissue paper and tie with red, white, and blue striped ribbon. Serve red, white, and blue stick candy, which may be obtained at any up-to-date confectioner's.

Red, White, and Blue Contest.

Arrange your company in couples. Give out papers, having written at the top "Red, White, and Blue," each color being spaced

off and a line drawn down the entire length of the paper, thus giving three columns. The partners work together on the contest. The couples contest to see which can make the largest list of red, white, and blue articles or things. The boys write, and the girls dictate. The boys are not allowed to do any suggesting, nor can they write anything except as the girls dictate. Only absolutely red articles may go in the red column, only white in the white column, only blue in the blue column. Red—blood, lips. White—snow, sugar. Blue—sky, violet.

Artists' Demonstration.

Select five persons to be artists for the crowd. Give each a slip of paper, with instructions to go to the blackboard and draw with chalk the historical event written on the paper. Each in turn steps up and draws the scene named. The first person guessing what is represented each time may get some sort of recognition. For instance, if the red, white, and blue party is put on, a red ribbon may be pasted on the card of the player. These are some of the subjects to be guessed:

1. "Washington Crossing the Delaware."
2. "Landing of the Pilgrims."
3. "The Midnight Ride of Paul Revere."
4. "Battle of the Monitor and the Merrimac."
5. "Betsy Ross Making the First American Flag."
6. "George Washington and the Cherry Tree."

Red, White, and Blue Party.

Use the Red, Write, and Blue Contest, the Artists' Demonstration, and the Flag Contest described in the Flag Party for June. Allow each person of the first five couples in the Red, White, and Blue Contest to have a blue ribbon pasted on tally card. Each one who guesses correctly before the others in the Artists' Demonstration gets a red ribbon pasted on the card, and the first three couples in the Flag Contest, working that by couples, a white ribbon. Let all those completing the trinity of colors draw for a prize. Contests may also be engaged in by dividing the party into three groups, the Reds, the Whites, and the Blues.

A Columbia Party.

Decorate with flags, bunting, and Japanese lanterns. Have transparencies showing the dates 1776 and the present year. These can easily be made by using a little pasteboard and tissue

paper and should appear just outside the door. Uncle Sam and Columbia will receive the guests. Ask the girls to come dressed in crêpe paper patriotic costumes. These can be made by sewing the crêpe paper on old dresses. Give a prize for the most clever creation.

Bubble Tennis.

For a lawn party or Fourth-of-July picnic a game of bubble tennis could be played. The company is divided into two sides or into as many groups as the size of the crowd demands. Not more than ten on a side should contest at a time. The girls are to blow bubbles, and the boys are to endeavor to blow or fan them over the net, at the same time trying to keep the opposing side from sending them over. The side getting the most bubbles over the net wins, of course.

CHAPTER VIII.

AUGUST PROGRAMS.

Gypsy Party.
Watermelon Feast.
A Freeze-Up Party.
A Garden Party.
Circle Croquet.
Moonlight Picnic.

GYPSY PARTY.

An announcement of a gypsy party ought to arouse considerable interest, especially if you link it up with the idea of a lawn party or, better, of a hike to some near-by park or outdoor beauty spot. Ask all the girls to come dressed in all sorts of gay-colored costumes—the velvet bodice when obtainable—with hair loose or braided down the back. Yellow and red cheesecloth or a brilliant gingham would solve the dress problem. Ask the boys to come in old clothes, with bandana handkerchief about the neck instead of the stiff white collar. They may wear coats or not, at their pleasure. As it seems to be the style to wear shirts of various "loud" hues, young men blessed with pink or light blue or green shirts or any of the present-day "loud" creations would do well to doff the coat and wear a vest instead.

A gypsy kettle on a tripod, of course, ought to be part of the equipment. Three poles and a bit of wire will make the tripod. And of course you ought to have a camp fire. Lemonade might be served from the kettle. Or you might make effective use of it by filling it with water, building a good fire under it, dropping in wieners, and having "hot dog" and rolls. Lots of marshmallows should be taken along so you can have a marshmallow roast. For this you cut a twig, point it, stick your marshmallow on the end, and hold it in the flame until it is browned a bit, making it a delicious confection. A wiener roast is another possibility.

It would be fun if you could take along some one who understands a little of palmistry and set up a fortune-telling tent. Or seat the crowd about on the ground and have them seat themselves one at a time before the "gypsy fortune teller" to learn the fate in store for them.

Kidnaper.

Play "Kidnaper," which is an adaptation of "Rabbit," described elsewhere. One player is "kidnaper," and another is the "child." The rest of the players form in groups of four, three joining hands forming the "home" and the fourth standing inside the home thus formed. The kidnaper starts after the child, who dodges in and out among the other groups. To save himself the child may take refuge in one of the homes by dodging in under the arms of the players. Immediately the player occupying that home must vacate, dodging out on the other side and becoming the child, fleeing from the kidnaper. The former child takes the place of one of the players forming the home, that player taking the center of the group. When a child is captured or tagged, he becomes kidnaper, and the former kidnaper takes the place of some player forming a home, that player becoming the child.

Instead of the wiener plans a picnic lunch might be served. Of course, if the hike idea is adopted, you should select a moonlight night for your frolic.

OTHER AUGUST SUGGESTIONS.

Watermelon Feast.

Luscious watermelon has an appeal all its own. The feast may be arranged as a lawn affair, or a long auto truck ride may be taken out into the country. We know of one crowd of Epworth Leaguers who have a glorious time each year using the latter plan. They ride out to a country home, singing, laughing, joking, and bubbling over with the exuberance of youth. There they play games, such as drop the handkerchief, for instance, on the lawn, gather around the piano and sing, etc. The climax of the evening's fun is the cutting and serving of the watermelons they have carried with them. A watermelon-eating contest may be put on, with the boys as contestants. They'll be in it up to their ears, and it will be lots of fun.

A Freezing-Up Party.

This should be held on the lawn or on the porch of some one's home. Cover all the porch chairs and benches with white. Drop bunches of cotton on the branches of the plants and bushes, or cover them with papers and white cloths, as if to protect them from the frost. All decorations are white. Fines may be assessed on

all speaking of hot weather, or forfeits required of them. The ice-guessing contest outlined in the "Snow Frolic" for December may be used. Or you might use this one, bringing in the "freezer" idea:

1. What the cold weather is liable to do for you. Freesia (freeze ya).

2. A mighty cold stone. Freestone (freeze stone).

3. A cold proposition when it comes to ornamenting a wall. Frieze.

4. A cold Teutonic country. Friesland.

5. How a Frenchman in this country would describe a playful, gamboling spirit. Frisky (freeskee).

Play games with the "freeze-out" idea. For instance, play "Buzz," having players making mistakes drop out; or play "Going to Jerusalem," though you may call it "Going to Friesland or to Freeze-Out Town." "The Laughing Handkerchief," described in connection with the Pollyanna Social, would also make a good "freeze-out" game. For refreshments serve pear and pineapple salad with whipped cream, iced tea, and frosted cake.

A Garden Party.

This could be made an attractive outdoor social function for August. Japanese lanterns, palms, and flowers are needed to add to the festive appearance. Ask the young people to bring their "ukes," banjos, and guitars. Encourage informal group singing and playing. If a male quartet is available, it would add materially to the evening's entertainment. Or if you haven't an organized quartet, a little encouragement to some of the young people who like to get together occasionally and "harmonize" some would help. Readings, solo-singing to ukulele accompaniment, stringed-instrument selections, and games would make a delightful evening of fun. Serve sandwiches, salted peanuts, and iced grape juice, iced tea, or frappé.

Circle Croquet or Golf.

Dig twelve holes in a circle and one in the center. Use a ball that is golf size or an ordinary croquet ball. The player wins who can get around in the least number of strokes, beginning at the center, driving to one of the circle holes, and then on around the circle and back to the center, always "holing" the ball before proceeding. Sides may be chosen and scores kept to determine which is the winning side, or teams of thirteen each may contest,

each player being assigned a hole. The center player starts the ball rolling toward player No. 1. No. 1 must endeavor to "hole" the ball from where it stops. As soon as No. 1 has "holed" it he takes it out and drives to No. 2, and so on around and back to center. Of course if any player "holes" it in one stroke as he drives it to his teammate, so much the better. This game could be used to advantage at a picnic or outing.

Moonlight Picnic.

I got in touch with different men of our congregation who had machines and asked them to kindly lend them to us, which they gladly did. I asked them to promise to keep it a secret. So on the night of our business meeting, when the meeting was turned over to me, I had the lights all turned out and had the men who drove the machines to come in with toy guns and flashlights and make every one throw up his hands. Then I called off names, having prearranged them for different groups to go in different machines, so the crowds that went together were people who usually grouped together, thus making it more congenial. They were led out to the sidewalk, without knowing anything of what was going to take place, and when every one was in we started off. We went to one of our parks. There we had a spot arranged with Japanese lanterns. We let everybody out there and then played old-time games and served refreshments. Every one who attended this affair pronounced it a great success. Of course this party was held in warm weather.—*Prize stunt, Nettie Zurborg, Covington, Ky.*

CHAPTER IX.

SEPTEMBER PROGRAMS.

An Old-Time School Party.
A "Pop" Special.
Hikes and Wiener or Marshmallow Roasts.
A New Hiking Suggestion.

AN OLD-TIME SCHOOL PARTY.

It would be lots of fun to have an old-time school party. Ask the girls to dress as schoolgirls (middie blouses or gingham dresses), and the boys might wear Buster Brown collars and big bow ties. Some might even be brave enough to wear knee trousers. Let your invitations read:

"Now come, ye children, hale and hearty,
To our old-time school party.
School begins on the stroke of eight.
Date, ——, now don't be late.
Readin', 'ritin', and 'rithmetic,
Jography to make you sick;
A spellin' bee and loads of fun.
The Epworth League wants you to come.
If you do, you'll sure be glad;
Play hookey, and you'll get in bad.
So come, ye children, hale and hearty,
To our old-time school party."

The schoolma'am, who has been previously appointed, comes attired for the occasion. Tally cards are handed the guests as they arrive. They may be made to represent a book cover, and at the bottom may be written:

"School days, school days,
Dear old golden-rule days."

The teacher rings the bell, and school opens. The girls have assembled in one room, the boys in another. Immediately on the ringing of the bell the piano strikes up "Tipperary," "Over There," or some other good popular tune, and the children march in from opposite directions, the two lines meeting and then

marching around the room two by two. Thus they are matched up as partners for the first game. The children march around and take their places at the different tables. Standing at the tables, they sing the chorus of "School Days."

1. *Progressive Arithmetic.*—The teacher now announces that the first subject will be "Progressive Arithmetic." Each table has been covered with paper on which are drawn four circles, reaching to the outer edge of the table. The intervening spaces are numbered 30, 35, 40, and the outer rim 50. A spool top is on each table. These can be easily made by cutting a spool in two and sharpening the cylindrical part to a point. Into the top fit a small stick of wood, protruding at the top end enough to furnish sufficient grip for the spin and at the lower end protruding enough to furnish a suitable point. Each one at the table is allowed three spins—this always being done from the center. The space on which the top rests after spinning is counted for the spinner. Totals are noted on tally cards. Partners having the highest total move to the next table, having tally card punched. At the end the girl and boy having the highest total receive each an extra punch.

2. *Reading.*—The teacher calls up a few "star" pupils and hands out a list of tongue twisters to be read rapidly. If she thinks it best, she may line up the entire class and make each one read, urging them to greater speed and sending them to the foot for making mistakes. Here are a few:

(1) Two toads teetotally trying to trot to Trixburg.
(2) Five fantastic Frenchmen fanning five fainting females.
(3) Six slippery snakes sliding slowly southward.
(4) Nine nautical Norwegians nearing neighboring Norway.
(5) Ten tiny toddling tots trying to train their tongues to trill.

(6) A bitter biting bittern
Bit a better brother bittern;
And the bitter better bittern bit the bitter biter back.
And the bitter bittern, bitten
By the better bitten bittern,
Said: "I'm a bitter biter bit, alack!"

3. *Geography.*—Pupils are told to gather at same tables as for the arithmetic lesson. On each table is a heap of slips of paper on which are written letters of the alphabet, all face down. Each player in turn turns up a letter. The first at each table to call out the name of a city, river, mountain, etc., beginning with that letter, as directed by the teacher, takes up the slip. For in-

stance, the teacher calls "rivers." At one table "O" happens to be turned up, and some one shouts "Ohio" and takes up the slip. The boy and girl with the largest number of slips after one round pass to the next table, having tally cards punched for geography, putting the slips back on the table. If the crowd is large, and this threatens to consume too much time, have the leaders at each table gather about one table to decide the "star" pupil in geography.

4. *Recess.*—The teacher rings the bell for recess. Some one has been appointed beforehand to start recess games. Play simple children's games, such as "Sugar-Loaf Town," "Farmer's in the Dell," etc. The appearance of two or three lunch men, dressed in white caps, coats, and aprons and carrying trays of sandwiches, is the signal for breaking up the games. The tables have been moved out of the room and an old-fashioned well placed in the center. This well can be easily made by using a large dry goods box and covering it with white cheesecloth. Down inside is placed a bucket of ice-cold lemonade. Two girls take charge of the well and serve lemonade to all who come to the well. The lunch men appear a second time bearing trays of marshmellows.

5. The bell rings, and recess is over. A *Spelling Bee* is to be the big feature following recess. Divide the crowd into two sides. You may have a regular spelling bee or one in which the contestants must spell the words backward, or you may hang two sets of letters on the individuals of the two sides and call out a word. The first side to spell the word by getting into proper position in front of their line scores a point. This may be continued until an agreed number of words have been spelled.

One of the school trustees now steps forward and presents prizes to the brightest boys and girls in the various studies. These should be inexpensive. Cardboard tags bearing suitable inscription, for instance, may serve as medal awards to prize winners.

A List of Tongue Twisters.

1. Four fat friars fanning flickering flames.
2. She sells sea shells by the seashore.
3. Two timid toads trying to trot to Tarrytown.
4. Three terrible, thumping tigers tickling trout.
5. Five frivolous foreigners fleeing from fabulous snipe.
6. Seven serious Southerners setting sail for Switzerland.
7. Six Scottish soldiers successfully shooting snipe.

8. Eight eager emigrants earnestly examining elements.

9. Nine nimble noblemen nibbling nuts.

10. Ten tremendous tomtits twittering on the tops of three tall trees.

11. Eleven enormous elephants elegantly eating Easter eggs.

12. Twelve tired tailors thoughtfully twisting twine.

13. Nine floating fly boats full of fruits and flowers.

14. Seven suffering saints supping soup slowly.

15. Peter Piper picked a peck of pickled peppers.

16. How much wood would a woodchuck chuck if a woodchuck would chuck wood?

17. How much dew would a dewdrop drop if a dewdrop could drop dew?

18. How many shoes would the sunshine shine if the sunshine could shine shoes?

19. There was a young fisher named Fischer,
Who fished for a fish in a fissure.
The fish with a grin
Pulled the fisherman in,
And they're fishing the fissure for Fischer.

20. Sister Susie's sewing shirts for soldiers.

21. "A glowing gleam growing green."

22. The black breeze blighted the bright blossoms.

23. Flesh of fresh flying fish.

24. Six thick thistle sticks.

25. Two toads tried to trot to Tedbury.

26. Give Grimes Jim's great gilt gig whip.

27. Slick, strong Stephen Stringer snared six slick, sickly, silky snakes.

28. She stood at the gate waiting for slick, strong Stephen Stringer, who snared six slick, sickly, silky snakes.

A "POP" SOCIAL.

Invitation.

Surely we won't need a cop
To make you come to our "pop."
"Pop" Social, Epworth League,
Friday eve, September 24.
"Better come, old top."

As each one arrives hand him an ear of pop corn and a wooden plate. Let him shell the corn, count the grains, remembering the count, putting it down on a slip of paper, and turning it in to the social chairman. He then pours the contents of his plate into a large receptacle designated for that purpose. When all have poured their corn into this receptacle, each person makes a guess as to the total number of grains, the one coming nearest to the correct number getting a prize. These guesses are written on slips of paper with the name of the guessers and turned in to the social chairman. The chairman in the meantime has added together all the individual slips first handed in, thus obtaining the correct total.

Popping for Partners.—Have the girls form a large circle. Bring the men in one at a time. Blindfold this one. Place the blindfolded player in the center of the circle and have the girls skip about him until he shouts "Pop," when they must all stop. He then points, and the girl toward whom he points becomes his partner.

Popping Corn.—The men are now provided with poppers and proceed to pop the corn that has been shelled. After a large enough quantity has been popped, each one is given a needle and thread and a piece of ribbon or cloth strip about half an inch wide. These latter should be of a variety of colors. The girls make watch chains for the boys, and the boys necklaces for the girls, sewing the grains on the ribbons or strips of cloth.

A Popping Contest.—Give out paper and pencil to each couple and let them work together on the following popping contest (words having "pop" in them):

1. A Roman Catholic pop? Popery.
2. A talkative pop? Popin-jay.
3. A tree pop? Poplar.
4. A pop in fabric? Poplin.
5. A flower pop? Poppy.
6. The pop of the common people? Populace.
7. An uncertain but much-sought pop? Popularity.
8. A political pop of some few years back? Populist.
9. A thickly inhabited pop? Populous.
10. A toy pop? Popgun.
11. The pride of large cities? Population.

Popping the Question.—Have each boy write a proposal of marriage and let the girls vote by ballot as to the most clever production. Or have the boys "pop" the question as in "Progres-

sive Proposal." Conduct it after this manner: Each boy is allowed only a limited time to "pop" the question, a bell ringing to stop proceedings and to notify him to move on to the next girl. The girls endeavor to keep the boys from coming to a definite proposal by all sorts of diverting remarks and by turning the discussion to other channels. The boys are not permitted to propose abruptly, but must preface the proposal by introductory remarks such as would be common. When a boy does succeed in "getting over" his proposal before the bell rings, the girl must give him a grain of pop corn to indicate the fact. Therefore each girl has a supply of pop corn at hand. The boy finishing up with the most grains of corn won in this manner is recognized as "champion popper."

In leap year the "popping" may be done by the girls.

Refreshments.—Pop corn balls or salted and buttered pop corn and apples.

Decorate with white and red ears of corn.

HIKES AND WIENER OR MARSHMALLOW ROASTS.

September is a fine month for hikes and wiener roasts. You must be careful about the distance to be covered in your hikes. "Stag" hikes don't require so much care. Boys are more rugged and can enjoy a hike that would simply wear some girls out. So make your hikes reasonable. Pick out a suitable destination both with regard to distance and natural beauty. Let the boys "tote the footin's" to build a fire and have a good time roasting wieners or marshmallows. Sing songs as you hike along. Every soldier will tell you how singing helped him to forget the discomforts of a long hike or added joy to a short one. The writer has in mind two such incidents that will always appeal to him as times when the joy tide was high in his soul.

A NEW HIKING SUGGESTION.

Recently we had a very successful affair in the shape of a trailing party. The Leaguers met at the church and were divided into two parties. The first party proceeded twenty minutes ahead of the second and dropped a trail—white confetti (or paper cut into small bits). The trail led down by an old pond, where we built a fire, cooked "hot dog," roasted potatoes and marshmallows, played games, etc.—*Miss Beryl W. Hundley.*

CHAPTER X.

OCTOBER PROGRAMS.

Halloween Party.
Halloween Social.
Halloween Frolic.
Other Suggestions:
Fortune-Telling Booths.
Apple Seeds.
Fortune-Telling Peanuts.
Yarn Test.
Counting Seeds.
Bean Fortune.
A Giant Ghost.
A Goblin Party.
A Black-Cat Party.
Meeting the Queen of Halloween.

HALLOWEEN PARTY.

Next Friday night on Halloween
At Oaklawn Church I will be seen.
If you want to know your future fate,
Be there when the clock strikes eight.
Great mysteries I will unfold;
Your future mate you may behold;
I'll stew for you some witch's brew.
So come and bring a friend or two.

Decorations make things interesting from the beginning. With curtains and screens make long, narrow, dimly lighted passages to caves made of brush piled together and covered with leaves. One of these, Mystery Hall, passes a number of Sunday school classrooms in which old witches have been placed who make gruesome noises. Make huge jack-o'-lanterns of old witches riding brooms and swing them on a drop with a red light in the center of some of the classrooms. They look like they are flying through the air. Mystery Hall parties are formed and are led by witches. Have the social parlors very dimly lighted, with an old spook wrapped in a sheet, holding a white kid glove stuffed with meal and soaked in ice water, to receive the guests. In front of one of the caves have an old witch telling fortunes. (Get the best palmist you can find.) Let another hall lead to Mystery Cave, in which witches serve from a menu (menus can be very artistically made and decorated) sidewalk slippers (bananas), fountain of youth (water), staff of life (bread), falling tears (onion), etc. Another hall leads to a cave or hut of an old witch who is serving the "witch's brew" from an iron pot

swung from three sticks over a fire (made of red lights and crêpe paper). Punch may be served for the brew. Bobbing and biting of apples may be kept going on in other caves.

An interesting Halloween game: Let some one start making up a ghost story with two or three sentences and every one in turn add two or three more lines (any one talking out of time pays a forfeit).—*Opal Wallace, Dallas, Tex.*

HALLOWEEN SOCIAL.

One Epworth League put on a Halloween Social that was voted a success by those who attended. The affair was held in the Sunday school room. Jack-o'-lanterns faced one from every angle in the big room. The electric light globes about the room were covered with orange crêpe (noninflammable) paper, eyes, nose, and mouth of black paper being pasted on them. Two pumpkins for decoration were made by stuffing orange crêpe paper with newspaper and shaping like a pumpkin. Pumpkin heads were cut out of paper, pasted on black paper curtains, and hung about the room. On the platform a fortune teller's booth was built out of cornstalks and branches of autumn trees. Inside in the glow of a red light sat the fortune teller, who read the palms of those young people who presented themselves. A tripod and caldron occupied the center of the room, the floor beneath it being covered with cornstalks and apples. "Witch's brew" (lemonade or frappé) was found in the caldron. The guests helped themselves to the apples.

A ghost in the hall silently directed every one upstairs. At the top of the steps another ghost motioned them to a place where they could leave their wraps. They were then directed to walk around the balcony and enter the Sunday school room from steps on the other side.

On the way around they had all sorts of "scary" experiences. At one place "Tige," a boy dressed up as a dog, suddenly jumped out at them barking and growling. The young man who took this part had a suit made out of brown crêpe paper, the same being sewed on an old suit of clothes. A short tail was made by wrapping cloth around a piece of wire and covering the whole thing with brown paper. A brown hood and false dog face completed his equipment, except that a small dog house had been improvised. "Tige" proved one of the "hits" of the evening.

Further on an electric fan blew tissue paper streamers suddenly into the faces of the guests. Ghosts patrolled the balcony to prevent any excitable one from toppling over to the floor below in his fright.

Just inside the door that led downstairs, in a dark passageway, stood another ghost, who insisted on shaking hands. He had a glove stuffed with wet sand on a stick, and you got that "creepy" feeling when you grasped the clammy thing.

A witch waited at the door downstairs. She was introduced to each one and mumbled the name over to herself.

A committee at the door attended to the introducing and then wrote the names of the arrivals on slips of paper, pinning these on the proper ones.

1. As this was a crowd where a good many were unacquainted, a *get-acquainted stunt* was in order. The girls formed an outer circle, the boys an inner circle, and marched in opposite directions to piano music. When the piano stopped, as it did at frequent intervals, the marchers stopped, faced one another, each learned the other's name, and they conversed until the piano began playing, when they resumed the march.

2. A ring, thimble, and penny had been hidden about the room, and the players were told to hunt them. When found they were informed that finding the ring indicated early marriage, the thimble single blessedness, and the penny wealth.

3. *Fête of Famous Ghosts.*—The witch called certain folks to meet with the Witches' Council. The Witches' Council, composed of the witches and a few members of the Social Committee, explained to the group chosen just what each was to do. The idea was to represent famous characters by covering the head with an old pillow casing in which eyes had been cut, and the body with a sheet, and indicating some telltale characteristic in some way. The persons called out by the witch impersonated these ghosts.

The rest of the crowd were provided with paper and pencil and guessed the names of the famous ghosts.

(1) George Washington, who walked across the platform carrying a hatchet and a bunch of cherries.

(2) Eve, carrying an apple and dragging a toy snake across the floor.

(3) Queen Elizabeth and Sir Walter Raleigh. Sir Walter put down a cloak (white rag), upon which the Queen crossed an imaginary mud puddle.

(4) Diogenes, carrying a lantern.

(5) Darwin, looking for the missing link.

(6) Betsy Ross, sewing on American flag.

(7) Napoleon, with white hat (paper) and folded arms.

(8) Benjamin Franklin, with kite and key.

(9) Theodore Roosevelt, with a big stick.

(10) Carrie Nation. The witch stepped out and put up a sign with "Saloon" printed on it. Ghost carried rubber hatchet (obtainable at most ten-cent stores), destroyed the furniture in pantomime, and completed her wrecking expedition by knocking down the sign and trampling on it.

4. A short, creepy ghost story was told by the witch, the crowd seated about on the floor, no light being furnished except such as came from a pan of salt saturated with alcohol.

5. *Blowing Out Candle.*—Blindfold boy and girl. Turn them about and let them endeavor to blow out a lighted candle.

6. Fortune-telling stunts:

(1) Pumpkin with letters of the alphabet cut in it. Hang it from the transom of a door. Spin and let each take turn sticking a hatpin in it. The letter stabbed indicates the initial of the future life partner.

(2) Three dishes are placed on a table, one with clear water, one with soapy water, the third empty. Blindfold participants. Lead them to the table and allow each one to touch a dish. If the finger is put in the clear water, it foretells happy marriage; soapy, marry a widow or widower; empty, single cussedness.

(3) Write fortunes on paper with lemon juice, which makes excellent invisible ink. One at a time each person visits the witch, who mumbles a few unintelligible words, then passes one of the strips of paper over a lighted candle and hands to the person waiting. Lo, the words of a fortune have appeared on what seemed to be a blank piece of paper!

Refreshments.—Apples, ginger snaps, and "witch's brew" (lemonade with a little grape juice or loganberry juice added).

HALLOWEEN FROLIC.

Decorations.—Remember that Halloween decorations are necessary to the proper Halloween atmosphere.

Bobbing for Apples.—In order to break up that awkward period when you are waiting for the crowd to gather, start guests

to bobbing for apples floating in a big tub of water. On each apple is cut or pinned an initial.

Chamber of Horrors.—Next the guests are conducted two at a time through the Chamber of Horrors, a dark room or passageway where all sorts of creepy things happen. There is a rattling of chains, a terrifying noise made by scraping pieces of tin together, a ghost-guide who has a tantalizing way of frightening you with the use of a feather duster, though, of course, you don't know it's a feather duster. Then there is a giant ghost whose very presence is "scary" and everything. He may be standing on stilts with back against the wall, and occasionally he moans piteously. Off in one dark corner every now and then two eyes flame for a second. These have been made by using empty eggshells in which have been inserted tiny electric light bulbs, which are flashed on and off. The ghost-guide tells a pitiful story about a friend who has died and makes each one handle parts of the dead man's body. These parts are kept on plates placed on a long table or on chairs. The guide may direct the victim's hands to each plate. It will not be necessary to lift the parts. As he comes to each one he moans and sobs out that "these are his poor dear eyes," etc. If you don't think this is some creepy experience, try it. The eyes are two hulled grapes, the tongue a raw oyster, the heart a piece of liver, the lungs a wet sponge, the brain a coil of rope dampened or a part of an ear of green corn.

Pumpkin Head Game.—Make a pumpkin head out of heavy cardboard. Make a large cut-out mouth. Tack a wooden frame to your pumpkin head and a standard, so that it will stand in an erect or slanting position as desired. The crowd should be divided into two sides, and each player attempts to toss, by an underhtand throw, a tennis ball through the pumpkin's mouth.

Spook Minstrels.—A clever spook minstrel could be worked out. Two spooks capture a negro who, on being asked his name, answers "Sambo," and on a further demand for his other name tremblingly informs his captors that his "maiden name am Johnson." Mephisto and a ghost chorus now enter the scene of action, and one of the ghosts informs the negro that he need not fear, for it's no one but "Mephistopheles." "Mephiswhoforlee?" queries Sambo. "Mephisto, Mephistopheles." "Well," answers Sambo, "it looks like the devil to me." The ghost chorus may then sing slowly and as spookily as possible to the tune of "Auld Lang Syne":

"We're looking for young men, young men
Who plan to take no wife.
We'll put them in a dungeon dark
And keep them there for life.

We're looking for young folks, young folks
Who never help the League.
We'll build a fire that's roaring hot
And skin them like a pig."

Sambo, during the singing of this song, may protest his innocence of the crimes mentioned.

A number of local "hits" may be pulled off by having the two chief ghosts act as interlocutors and Sambo as the minstrel.

Some one may recite or sing: "The goblins'll get you ef you don't watch out."

"De Backslidin' Brudder," in Park's Concert Quartets, would make a good number for a spook male quartet. "The Ghost of the Banjo Coon" and "The Ghost of the Terrible Blues" (Von Tilzer) would make good solo numbers. "I Want to Be Ready," a negro spiritual, would also be good for solo, quartet, or chorus.

Jumping the Candles.—A dozen lighted candles are placed about two feet apart in a row across the room. Each candle represents a month. The young ladies are to hop from side to side over these, the candle that is snuffed out indicating the month of marriage. This feature should precede the spook minstrel, that being the closing feature of your program. Serve wieners and rye bread or ginger snaps and sweet cider.

OTHER HALLOWEEN SUGGESTIONS.

One Epworth League had three fortune-telling booths. In one was a fortune wheel. This may be made by pinning an indicator on a piece of cardboard which has been marked off in twelve sections. The number at which the indicator points when it stops spinning indicates some fortune, a list being posted where all can read it. In another booth was a witch with the invisible ink fortunes which she "hocus-pocused" over a lighted candle. In still another booth was a gypsy palmist, who happened to be one of the Leaguers, who got off clever things because she knew a little about palmistry and a lot about her crowd.

Apple Seeds.

Name two wet apple seeds and stick them on the forehead. The first seed to fall off indicates that the person for whom it is named is not true.

Apple Seed Jingle.

The number of seeds in the apple tell the fortune after this fashion:

"One, I love; two, I love;
Three, I love, I say;
Four, I love with all my heart;
Five, I cast away;
Six, he loves; seven, she loves;
Eight, they both agree;
Nine, he comes; ten, he tarries;
Eleven, he courts; twelve, he marries."

Fortune-Telling Peanuts.

Prepare these by removing the nuts and putting in tiny folded bits of paper on which are written such words as "journey," "wealth," "success," "brunette," "blonde," etc. Give one to each guest.

Yarn Test.

Each girl drops a ball of yarn (ordinary string or thread will answer in a pinch) over the banister or balcony, holding tightly to one end and remaining unseen. The boys scramble for the ball, and when the yarn is drawn taut the girl calls: "Who holds?" The boy must reply with his true name. If the girl drops the end she holds, she will remain unmarried. If the yarn breaks, she will not marry any of those present. This scheme may also be used to arrange partners for refreshments.

Counting Seeds.

Each one is given an apple. The apple is to be cut in two, crossways, and the seeds counted. If two seeds are found, it indicates early marriage; three, legacy; four, great wealth; five, ocean trip; six, great public fame; seven, possession of any gift most desired by finder.

Bean Fortune.

Give out little sacks of beans, making no effort to count them. Each person may tell his or her own fortune then after the manner in which we used to count off buttons on our coats:

"Rich man, poor man, beggar man, thief,
Doctor, lawyer, merchant, chief.

Rich girl, poor girl, beggar girl, crook,
Schoolgirl, 'phone girl, servant girl, cook.

This year, next year, no year, darn;
Big house, little house, hotel, barn."

A Giant Ghost.

At one party a giant ghost met every one as he stepped into the room. He was tremendously tall and looked very funny when he bowed almost to the floor. He also had a peculiar habit of dwindling in size until he appeared only of normal height. Here is the secret: A ghost's head had been fastened on the end of a broom, a sheet was fastened about it at the neck, and the entire thing held up by a girl or boy inside, who held the broom by the handle, raising or lowering it at pleasure.

A Goblin Party.

Why not have a goblin party and have the guests come wearing a covering of sheets and old pillow slips? Number the goblins as they arrive, pinning the number on the breast. Pass out paper and pencils and let each one make his guess as to who's who, putting down the number and name. When sufficient time has been allowed for this, have each one in turn, beginning with number one, step before the crowd and unmask. Each player will check up on his own paper. The one making the most correct list may be awarded some prize.

A BLACK-CAT PARTY.

Invitation.—"The black cats are going to convene Monday evening, October 31, at eight o'clock. Be on hand for the fun. Epworth League, Sunday School Room."

Decorate with all sorts and sizes of paper black cats. Play "Poor Little Pussy Cat," "Pussy Wants a Corner," "Cat and Mouse," and "The Minister's Cat." The latter game is played after this fashion: The players seat themselves about in a circle, with one player in the center. He throws a knotted handkerchief at one of the players and says: "The minister's cat is ——." The player hit must finish the sentence with some word descriptive of the cat and beginning with the letter "A." Thus he answers: "An ambitious cat," "An agile cat," "An ancient cat," etc.

Failure to respond at once or repetition of an adjective already used puts one out of the game. This is kept up until only one player is able to respond. When one letter is exhausted another may be chosen.

The following "cat" contest may be used:

1. A cat in a deluge? Cataclysm.
2. A cat in a place of burial? Catacomb.
3. A Roman cat? Cataline.
4. A cat that has fits? Cataleptic.
5. A tree cat? Catalpa.
6. A library cat? Catalogue.
7. A climbing cat? Catamount.
8. A water cat? Cataract.
9. A cat that needs to be doctored? Catarrh.
10. A cat in trouble? Catastrophe.
11. A cat in pleasing popular melody? Catchy.
12. A religious cat? Catechism.
13. A classified cat? Category.
14. A cat in fruit stores? Catawba.
15. A table cat? Catsup.

The Black-Cat Society may now be organized, the first thing in order being the election of a Chief Howler. Make the election as exciting and amusing as possible by the nomination of several people, having some one present the claims of each. The Chief Howler now takes charge and commands all brother and sister black cats to join in the society anthem. He then begins:

"Three blind mice,
Three blind mice.
See how they run,
See how they run.
They all ran after the farmer's wife,
She cut off their tails with a carving knife.
Three blind mice," etc.

The person to the right of the Chief Howler begins the song for himself by the time the Chief Howler has reached the second line. And so with the person to the right of this one, and all the way around, each singing with complacent disregard of the other. Over and over they sing it. It ought to be a "howling success." The Chief Howler raps for order when he figures the society anthem has been given its due emphasis and announces: "All in

favor of adjourning for 'eats' say 'Meow.'" All the black cats answer with a chorus of "Meows," of course.

Sweet milk and pie may be served. A milk-drinking contest may be put on, with some of the boys as contestants. The milk should be poured into saucers, and the contestants must "lap" it up like a cat.

MEETING THE QUEEN OF HALLOWEEN.

All guests, one at a time, must appear before the Queen of Halloween, kneel, and lift the right hand for her blessing. The queen, with pasteboard crown, sits on her throne over in one corner. She wears on her right hand a glove, which has sewed in its palm a copper wire, off the end of which has been scraped the insulation. This wire runs around back of her to the floor, where it is connected with a battery. This battery is so arranged that the queen can throw on the "juice" by stepping on a switch. The switch and battery, of course, are covered by her dress. As the victim kneels and extends his hand, the queen grasps it as if to shake hands, throws on the switch, and the subject leaps to his feet with a wild yell.

CHAPTER XI.

NOVEMBER PROGRAMS.

A Football Social. Harvest Home Social.
Another Football Game. A Thanksgiving Party.
"Pass It," with November Articles.

A FOOTBALL SOCIAL.

Each one as he comes in has a number pinned on his back, football style. Two sets of numbers have been provided—namely, A and B sets. Girls get even numbers, boys odd. Thus 1-A or 1-B would be a boy, and 2-A or 2-B would be a girl.

1. *Get Acquainted.*—Form two circles, girls inner, boys outer. March to music in opposite directions. When the music stops, marchers stop and face each other. Each shouts his or her own name in a loud voice. They converse until the music starts. Then as it starts each one shouts the name of the person opposite and begins to march as before.

2. *Football Guessing Contest.*—Answers are to be made in musical terms:

(1) What does the line need to do when hard pressed? Brace.

(2) What decides the game? Score.

(3) What kind of a football player does the coach call a man who on his first time out plays a fine game? Natural.

(4) What does a football player who has been punched in the stomach need? Air.

(5) With the score a tie, for what does the better team pray? Time.

(6) What does each team want to do? Beat.

(7) What do players do on a muddy field when tackled? Slide.

(8) What do players do between quarters? Rest.

(9) What is the coaching squad sometimes called? Staff.

(10) What is a game where neither side scores? Tie.

(11) What do they often do to determine whether or not a team has made first down? Measure.

(12) Of what two terms would you be reminded by a back field dressed in polka dot jerseys? Dotted quarter and dotted half.

(13) What kind of head often spoils a good player? Swell.

(14) For whom does she root at the game? Hymn (him).

3. *Shouting Proverbs.*—Call out several groups of six numbers each, calling three odd and three even numbers for each group. These groups then decide, each, on some proverb of six words, as, for instance: "Make hay while the sun shines," "All that glitters is not gold," "A stitch in time saves nine." Each person in the group is given one word of the proverb, and by one group at a time the proverb is shouted, each person in the group shouting his word simultaneously with the others in the group. The rest of the crowd guesses what the proverb is.

4. *Surprise Quartets.*—Call four groups of four numbers each, calling two odd and two even numbers for each group. These groups form quartets and must sing some song of their own selection. After each of the four quartets has performed, all four sing at the same time, each singing its own song. The judges, previously appointed, decide which is the worst quartet and give it some adequate recognition.

5. *Championship Football Contest between the A's and B's.*—Cover table with green paper or cloth. Mark off like a football field, placing goal posts at each end. These can be easily made out of sticks of wood. Empty an eggshell of its contents and color it brown. Mark seams and lacing with ink so as to make the shell resemble a football as much as possible. It might be well to have another in reserve, so no interruption of the game will be occasioned by the breaking of the shell. The shell is placed in the center of the field, and contestants take turn in trying to blow it through the goal posts at the opponent's end of the table. Each successful attempt scores a touchdown for the team making it. The ball is placed in mid-field each time.

Each side should select eleven players to represent them. The first half shall be considered played when each contestant on the two elevens has blown once. The game is ended when each team has had two chances for each member of the team.

A variation of this plan is to place the ball in mid-field and at the sound of the whistle to have all the members of each team begin to blow. In this case a touchdown is scored when the ball goes over the goal line in bounds. When the ball is blown out of bounds, the referee puts it back out from the point where it went out of bounds. When the ball goes out of bounds, neither team is to begin to blow until the referee's whistle shall sound. Breaking this rule shall be considered an off-side play, and a penalty of "five yards" will be made.

The two sides are expected to root for their representatives during the progress of the game.

ANOTHER FOOTBALL GAME.

1. Mark out on the floor a football field with "ten-yard lines."

2. *Equipment.*—A football, a baseball, and twenty-two Indian clubs or long-necked bottles; two sets of eleven slips of paper each, on which the following plays are written:

(1) Forward pass, ten yards.
(2) Penalty for holding, ten yards.
(3) End run, thirty yards.
(4) Penalty for off-side play, five yards.
(5) Line plunges, fifteen yards.
(6) Penalty for slugging, fifteen yards.
(7) Penalty for coaching from the side lines, ten yards.
(8) "Safety," score two.
(9) Touchdown, score six.
(10) Field goal, score three.
(11) Penalty for unnecessary roughness to player receiving a forward pass, ten yards.

3. The company is divided into two groups. Eleven players represent each group. A yell leader should be appointed for each side and should keep enthusiasm at a high pitch.

4. At each goal line eleven Indian clubs are placed in a row a foot apart, and one of the prepared written plays is placed under each club.

5. The players line up behind the clubs.

6. Captains draw for first play.

7. The football is placed in the middle of the "field," and the baseball is given to the captain of the side to play first. That captain rolls the ball at the opponents' Indian clubs. Three trials may be allowed. If the ball knocks down or hits a club, the slip beneath indicates the play. The umpire moves the football accordingly, registering either a penalty or a gain. Each player tries in turn, the sides alternating in rolling the ball.

8. A scorekeeper keeps account of the scores made.

9. One time around may be considered a quarter. At the end of the half the ball goes back to the center, before the third quarter begins.

HARVEST HOME SOCIAL.

Have the guests come dressed in country costumes of sundry character. For instance, there may be the village gossip, the vil-

lage conscience, the village belle, the village old maid, the country dude, the farmer, storekeeper, constable, etc. Award a prize for the best make-up. Lanterns, oil lamps, and candles are used for lights. Stalks of corn, pumpkins, ears of corn, and autumn leaves serve as decorations. Play rollicking old-fashioned games, such as "The Jolly Miller," "Drop the Handkerchief," "Jacob and Rachel," "Going to Jerusalem," etc. A pumpkin seed hunt may be used to begin the fun.

The *Village Orchestra* may perform at some place in the evening's program. Each one chooses an imaginary instrument. The leader announces the tune and then begins playing, making appropriate noise and movement for the instrument he selects. All players play their respective instruments in the same manner. The leader may be playing the flute. If he stops suddenly and begins playing the violin, then the violin player must take up the flute. The leader may change any time the notion strikes him. Any player failing to make the changes at the proper time must pay a forfeit.

A *Village Scandal* may be enacted by having a mock trial in which Mr. Cy Sweeter may be tried for breach of promise. Miss Sadie Soothum is the plaintiff, and Judge Heeza Pest presides. The notables of the village are called in as witnesses. Squire Skinner acts as prosecutor and Hon. Hezekiah Goose as attorney for the defendant.

Serve sandwiches, cookies, and coffee.

A THANKSGIVING PARTY.

Decorate with chrysanthemums, corn, pumpkins, autumn leaves, footballs, fruit, vegetables, etc. Each one may be asked to bring some donation in food or clothing to be used by the Social Service Committee in helping the needy.

As each guest arrives have him write on a slip of paper his name and a number which indicates his guess on the number of petals on a large chrysanthemum in a vase near by. The paper is then pinned on the guesser and serves as an "ice breaker." After the apple race the petals may be counted and the winner awarded a chrysanthemum or some other inexpensive prize.

The Apple Race is next in order. Divide your party into two or more sides. Have them stand in straight lines facing one another and some four feet apart. An apple is given the leader of each line. At a given signal each starts the apple down his

line, placing it with two hands into the two hands of the person next to him. This person passes it to the next in the same manner, and so on down the line. The end person receives it and then runs as fast as possible to the head of the line, starting the apple down once more. This is continued until one side has had all of its players run with the apple, thus getting the original No. 1 back at the head Players run on the inside of the lines.

Now count your chrysanthemum petals before the crowd and announce the winner of the guessing contest.

Pass paper and pencils and give every one ten minutes to see how many words can be made out of the letters in "chrysanthemum." Fix up a pasteboard imitation medal with the inscription, "Champion Word Slinger, November ——, 1920, —— [place, State]," and pin this on the breast of the winner.

Now announce that you have a mysterious bottle that never fails to answer questions correctly. The entire group forms a circle. One person stands in the center with a bottle, which is one of the long-necked kind. A large grape juice bottle will be just the thing. A Coca-Cola bottle will do. The person in the center asks the bottle a question, such as "Who is most deeply in love in this crowd?" or "Who has received the most proposals?" or "Who has the biggest ears?" He then spins the bottle on its base. The one to whom it points when it stops indicates its answer. This person now exchanges places with the person in the center, and the game continues as long as desired.

Now try pinning the head on a turkey. Have a large picture of the Thanksgiving bird, minus the head, pinned on a sheet or curtain. Give each one a chance to pin the head in proper place after being blindfolded.

Feather Football.—Now let the players divide into two sides and gather at opposite ends of a large table. In the center of the table is a downy feather. Players on both sides blow against one another in trying to get the feather over the opponent's goal. They may creep up as far as the middle of the table, but no farther. Should the feather go out of bounds—that is, off one side or the other—it is put in play out from the point where it went outside.

Serve fruit salad and wafers.

ANOTHER NOVEMBER GAME.

Play "Pass It," using November articles.

CHAPTER XII.

DECEMBER PROGRAMS.

Snow Frolic.
Christmas Snowballs.

SNOW FROLIC.

SOCIAL FOR DECEMBER.

Decorations.—Cover the floor with white, using old sheets, cheesecloth, or a borrowed tarpaulin. Sprinkle the floor with tinsel. Festoon the room with white. Make a snow man by covering two bushel baskets with white. Make head by stuffing an old pillowcase, marking with ink eyes, nose, and mouth, and placing an old pipe in the mouth. Make this snow man as realistic as possible and place him in a conspicuous position. Stuff inexpensive presents in around his neck, tying them to white and red strings that shall hang outside. The white strings shall be for the girls, the red for the boys. After the ice-guessing contest have each girl and boy visit the snow man to get a present.

The first feature of the evening's fun will be an "Icicle Game." Have a wire stretched across the room. Tie sticks of candy on it. Blindfold the young people as they arrive, hand each a pair of scissors, and let them attempt to clip an "icicle." Participants are not allowed to feel around for the wire, but must clip wherever they stop.

Divide the crowd into two sides for the snowball-throwing. This can be done rapidly by having them draw from a hat slips on which are written either "White" or "Gold." Captains are appointed for the two teams, and they line up for the contest. A target is provided by tacking a sheet on the wall. In the center is a black piece of cheesecloth about one foot in diameter. Contestants stand at a distance of something like fifteen feet and toss a tennis ball, which has been dipped in a plate of flour, at the target. Every hit in the black center counts a point, the sides taking turn in throwing.

Announce now that you are to have a snowstorm. In the beginning of the evening you have given to each girl a small cir-

cular piece of white paper on which was written a number. This, you told her, was her "snowflake," and that she would need it later in the evening. You didn't explain further. Following your announcement of the "snowstorm," some one goes to the balcony or stands on a chair and calls all the young men to gather beneath him. He has a handful of "snowflakes," duplicates of the ones given out to the girls. Each man is instructed to get him a snowflake as they descend. He then searches for the girl with the duplicate, and she becomes his "snowflake" for the rest of the evening's fun.

Each young man and his "snowflake" now work together on an ice-guessing contest. It is represented in words that end in "ice" or "ise":

1. The ice of inducement. Entice.
2. The fussy ice. Precise.
3. The ice most feared by womankind. Mice.
4. The ice of games. Dice.
5. The ice that should satisfy. Suffice.
6. The ice of religious worship. Sacrifice.
7. The aromatic ice. Spice.
8. The ice of established value. Price.
9. The ice of invention. Device.
10. The ice among grain. Rice.
11. The miser's ice. Avarice.
12. The ice of habit. Practice.
13. The ice of the faithful Epworth Leaguer. Service.
14. Heavenly ice. Paradise.
15. The ice of peacemakers. Armistice.

Immediately on the completion of this contest announce that the next event will be a "Frost." Invite about six couples to go out of the room. Explain to the rest of the crowd the nature of the "frost" and then call in one of the persons sent out of the room. A chair has been arranged. A boy is brought in and directed to the chair, behind which stands a pretty girl. He is then blindfolded. A young man, previously selected, steps noiselessly over from the crowd and kisses the blindfolded victim lightly on the cheek, dropping immediately back into the crowd. The blindfold is taken off, and the young man looks around to see the pretty girl still standing behind the chair. He is invited to take his place with the crowd. A young lady is brought in. A young man stands behind the chair, and a young lady

steps over from the crowd and perpetrates the "frost." Screams of laughter greet this performance.

Refreshments.—Ice cream and frosted cake. Pop corn balls may also be used.

It would be lots of fun to give this social in the spring or summer for the novelty of the thing. In that case thermometers imbedded in ice should be placed in conspicuous positions, and the strings about the snow man's neck, instead of having presents, would have fortunes tied to them.

CHRISTMAS SNOWBALLS.

Divide your crowd into two sides. Line the players up and give a basket decorated with holly and ribbon to the leader of each group. Place on the floor before each line a row of five cotton snowballs. The race is now to be run after the fashion of a potato race. The first person picks up the snowballs, puts them in the basket, and returns to deliver the basket to the next in line. This person now replaces the snowballs on the floor in proper place. And so on it goes until every player has run the course.

PART II.

CLASSIFIED PLANS FOR VARIOUS SORTS OF ENTERTAINMENTS.

CHAPTER XIII.

SOCIALS.

Bible Evening Social.
Family Social.
Bean Social.
An Indian Party.
Japanese Social.
Peanut Social.
Aëroplane Party.
Pollyanna Social.
A Track Meet.
Newspaper Social.
A Smile Social.
A Circus Party.
An Excursion to Epworth.
An Alphabet Party.
Big Bluff College.

BIBLE EVENING SOCIAL.

Why not have a Bible social? Dry? Well, I should say not! You might use this social to introduce a Bible study class in the Chapter, but it will go even though you are not contemplating the organization of such a class.

Mixing Game.

Give out two sets of slips. On one set have Bible questions, on the other the answers. Number all slips, questions and answers being numbered alike. Thus a slip numbered 1 would have this question: "Which of the apostles was first martyred?" The answer would be on slip numbered 1 in the other set and would say: "James, brother of John, beheaded at Herod's order (Acts xii. 2)." The girls may be given the questions and the boys the answers. Let them match up for partners. When each has found her answer, the questions are all read by the leader, and each couple responds with the answer to its particular question.

Bible Pictures.

Cut out Bible pictures of all kinds and pin them on the wall. Number them and have the players write down on slips of paper who or what the pictures represent.

Biblical Alphabet.

Have the players sit or stand in a circle, with one player standing in the center. This player calls a letter and points to some player while he counts slowly. The player pointed out must

answer with some Biblical proper name before ten is counted. If he fails he exchanges places with the player in the center, and the game proceeds.

Bible Charades.

Divide your company into two or more groups and have them present charades, presenting Bible characters in this manner. Let the committee have suggestions ready for those needing them. The young people will work out some clever things themselves, however. We offer a few suggestions, though some of them may seem a little far-fetched:

1. *Abel.*—One of group says "I can" to everything suggested by his colleagues.

2. *Jacob* (J-cob).—The group forms the letter J, each player in the formation holding up the right hand, with the index finger crooked. One player comes out with a cob pipe in his mouth.

3. *Daniel* (Dan-yell).—Entire group indulges in yelling practice, using this yell:

"Tribe of Dan! Rah! Rah!
Tribe of Dan! Rah! Rah!
Tribe of Dan! Rah! Rah!"

4. *Solomon* (Solo-man).—Have a boy of the group render a solo. It may be a serious attempt or a ridiculous one. It doesn't matter.

5. *Isaiah* (I-say-yah).—One of the group represents an immigrant who answers "Yah" to everything asked him. Each time the person asking the question will follow up with, "What did you say?" and the invariable answer of the immigrant is: "I say 'yah.'"

6. *Aaron* (A-run).—Have some one of group run across the floor.

7. *Amos* (A-muss).—Have the group engage in a terrific row.

8. *Samson* (Sam's son).—Let one boy of the group come out leading another by the hand. Some one of the group will say, "Who is that you have with you, Sam?" and the answer will come back: "O, that's my boy." If there is considerable difference in size between Sam and his son, in favor of the son, it may add to the merriment.

9. *Mark.*—One of the group steps up to the blackboard and draws a line, then steps back to the group.

10. *Matthew* (Math-hue).—The group can discuss the difficulty

of an examination in higher arithmetic, algebra, or geometry—"math," as the schoolboy calls it. Following this, several girls will put on this stunt: Let one act as a saleslady, the others coming in to match some dress piece. The saleslady will show them indigo, dark blue, navy blue, etc.—different hues of the same color.

11. *Luke* (Look, the way some of our Italian friends pronounce it).—Have group come out talking broken English, Italian fashion, then suddenly stopping to gaze intently upward. Stand in this gazing attitude for a short while.

12. *Nehemiah* (Knee-he-my-ah).—One of the group comes running out, stumbles, and pretends to have injured the knee. Next two girls sit down and talk incessantly, "he" seeming to be the favorite and only topic worth discussing. The entire group comes out. One of them makes exaggerated claims of ownership, to which the crowd answers in mock astonishment: "Ah!" For instance: "See this crowd. That's *my* crowd." "Ah!" comes from the group. "See this Sunday school. It's *my* Sunday school." And so he may lay claim to the chandelier, to pictures on the wall, to the piano, etc.

Bible Name Contest.

Divide the company into two sides and line up as in a spelling match. The leader of one side will begin the game by giving the first syllable of the name of some Bible character. The leader of the opposing side will complete the name, if he can. Should he fail, he must drop out. First one side and then the other proposes a first syllable, the contest moving on down the line. At the end of a certain number of rounds, depending on the size of your crowd, let the players, still standing in line, for each side be counted.

Bible Character Alphabet.

This is another game that may be used where a writing game is desired. Give each a sheet of paper on which is the following:

A was a monarch who reigned in the East (Esther i. 1).
B was a Chaldee who made a great feast (Dan. v. 1-4).
C was veracious when others told lies (Num. xiii. 30-33).
D was a woman heroic and wise (Judges iv. 4-14).
E was a refuge where David spared Saul (1 Sam. xxiv. 1-7).
F was a Roman, accuser of Paul (Acts xxvi. 24).

G was a garden, a favorite resort (John xviii. 1, 2; Matt. xxvi. 36).
H was a city where David held court (2 Sam. ii. 11).
I was a mocker, a very bad boy (Gen. xvi. 16).
J was a city preferred as a joy (Ps. cxxxvii. 6).
K was a father whose son was quite tall (1 Sam. ix. 1, 2).
L was a proud one, who had a great fall (Isa. xiv. 12).
M was a nephew whose uncle was good (Col. iv. 10; Acts xi. 24).
N was a city long hid where it stood (Zeph. ii. 13).
O was a servant acknowledged a brother (Philem. 16).
P was a Christian greeting another (2 Tim. i. 1, 2).
R was a damsel who knew a man's voice (Acts xii. 13, 14).
S was a sovereign who made a bad choice (1 Kings xi. 4-11).
T was a seaport where preaching was long (Acts xx. 6, 7).
U was a teamster struck dead for his wrong (2 Sam. vi. 7).
V was a cast-off and never restored (Esther i. 19).
Z was a ruin with sorrow deplored (Ps. cxxxvii. 1).

The first person to turn in a complete list of correct answers is the winner.

FAMILY SOCIAL.

Lots of fun may be had at a family party. Give each person a slip with a name on it, then have the family groups find one another. It adds to the merriment for the individuals of the groups to act out the parts assigned them. There may be present for the occasion:

Mr. and Mrs. Fortune and Miss Fortune.
Mr. and Mrs. Wind and Augusta Wind.
Pa and Ma Orr and May Orr or the Orr kid.
Mr. and Mrs. Monee and Allie Monee.
Mr. and Mrs. Torr and Ed E. Torr.
Mr. and Mrs. Cate and Ed U. Cate or Della Cate.
Miss and Mrs. Purr and Pa Purr.
Mr. and Mrs. Cute and Percy Cute.
Mr. and Mrs. Furr and Lucy Furr.
Mr. and Mrs. Fishal and Bennie Fishal.
Mr. and Mrs. Roosh and Charlotte Roosh.
Mr. and Mrs. Flower and May Flower.
Mr. and Mrs. Lynn and Maud Lynn.
Mr. and Mrs. Land and Mary Land.
Mr. and Mrs. Harmonic and Phil Harmonic.
Mr. and Mrs. Pole and May Pole.

Father and Mother Dote and Aunty Dote.
Mr. and Mrs. Cohol and Al Cohol.
Mr. and Mrs. Chovy and Ann Chovy.
Mr. and Mrs. Shunary and Dick Shunary.
Mr. and Mrs. Terry and Miss Terry.
Mr. and Mrs. Mall and Annie Mall.
Mr. and Mrs. Mate and Annie Mate.
Mr. and Mrs. Muss and Annie Muss.
Mr. and Mrs. O'Dyne and Ann O'Dyne.
Mr. and Mrs. Gory and Allie Gory.
Mr. and Mrs. Tom and Tom Tom.
Mr. and Mrs. Minn and Jessie Minn.
Mr. and Mrs. Onn and Carrie Onn.
Mr. and Mrs. Seemine and Cal Seemine
Mr. and Mrs. Mum and Max E. Mum.
Mr. and Mrs. Netood and Mag Netood.
Mr. and Mrs. Tress and Matt Tress.
Mr. and Mrs. Eric and Gene Eric.
Mr. and Mrs. Alogie and Jennie Alogie.
Mr. and Mrs. Gee and Effie Gee.
Mr. and Mrs. Sarry and Emmie Sarry.
Mr. and Mrs. Grant and Emma Grant.
Mr. and Mrs. Nate and Emma Nate.
Mr. and Mrs. Side and Sou E. Side.
Mr. and Mrs. Bret and Sou Bret.
Mr. and Mrs. Mursteel and Bessie Mursteel.
Pa and Ma Ware and Bee Ware.
Mr. and Mrs. Lowe and Bill Lowe.
Mr. and Mrs. Burr and Cal E. Burr.
Mr. and Mrs. Link and Bob O. Link.
Mr. and Mrs. Binnette and Bob Binnette.
Mr. and Mrs. Runage and Pat Runage.
Mr. and Mrs. Veer and Percy Veer.
Mr. and Mrs. Quill and John Quill.
Mr. and Mrs. See and Fan See.
Mr. and Mrs. Cose and Joe Cose.

Select such of these names as you need for your crowd. As soon as the family groups are gathered have each of them prepare some stunt. Games may be played, or the families may engage in an indoor picnic.

One feature of the evening should be an introduction to the Fly family. One at a time the entire company is taken in.

There are Mr. and Mrs. Butter Fy, Miss Dragon Fly, Miss Horse Fly, and Mr. Letter Fly. When the latter is introduced he gently slaps the person being introduced in the face with a wet cloth. All Flys stand with hands behind them, reaching out the right hand on being introduced. They may be dressed in all sorts of ridiculous costumes, using kimonos, bathrobes, shawls, etc.

Serve "eats" in picnic style.

BEAN SOCIAL.

Hand out cards on which are written invitations something like the following: "Have you ever been to a bean social? Come out Friday evening, eight o'clock, and see the popular (?) army food featured in an evening's program of fun."

Bean Guess.

Have a glass jar filled with beans. Let each one make a guess as to the number.

Bean Quiz.

Give each ten beans with instructions as to how to proceed. When one is tripped into answering some questions by "Yes" or "No," either in ordinary conversation or by catch questions, he surrenders a bean. This contest may run through the whole evening, and at the close the one with the largest number of beans is declared winner.

Bean Stunts.

Give out slips on which are written "Navy," "Pole," "Lima," and "String." Have an equal number of each. Tell the players now to find all those with the same name they have on their slips. No announcements are allowed, such as "All Strings gather over in this corner." Each player finds some one else of his group. They join hands and seek somebody else and so on till the entire group has finally gathered, all holding hands. As soon as all four groups are gathered they unclasp hands, and each group prepares a stunt. Allow anywhere from fifteen minutes to half an hour for this preparation. Give a sack of jelly bean candy to the group that puts on the best stunt. This is to be decided by three persons who have been appointed judges.

Bean Bag Relay.

Have each group represented by a team of anywhere from five to ten players. All players are seated, except one for each team. This person stands a few feet in front of his row and midway between the end men of the row, the teams being lined up in four rows. At the word "Go" No. 1 in each row stands, and the middleman tosses the bean bag to him. He returns it by tossing and sits down. As soon as he sits down his teammate, No. 2, can arise, and the middleman then tosses to him. And so on it goes down the line. When the last player in the line has received and returned the bean bag, the middleman drops it on a table or the floor and runs to the last seat, the players move up one, and No. 1 takes the middleman's place as tosser. So it continues until the original middleman has come back to that position, when he must shout the name of his team, "Navy," "Pole," etc. The first team finishing up, of course, is declared victor. Again jelly beans may serve as awards.

Bean Lift.

Let each group select a team of five players to represent them in a bean-lifting contest. Have contestants sit around a large table, each having in front of him a saucer containing ten beans. Each is provided with two round toothpicks. Without wetting the toothpicks, he must lift the beans out of the saucer and place them on the table in front of him. A starter stands at the head of the table and shouts, "Hands up!" when all players must hold toothpicks high in the air. Then, "One, two, three," and on "three" all toothpicks are lowered, and the contest is on. When one player has lifted as many as five beans from his saucer and placed them on the table, he shouts "Beans!" Immediately all players must stop. All beans on the table are then counted, and each team is credited with the total number of beans on the table before its representatives. After ten trials the total score for each team is announced and the winner declared the champion bean-lifting team. You might crown the victors with wreaths made by tying long string beans together.

Mess Call.

Everybody who served in the army will readily get the significance of having a bugler blow the army mess call just before you serve "chow." It would be lots of fun to serve a small portion of baked beans and brown bread to each one, with a

slice of pickle on each plate. Follow this with ice cream and cake. Make every one line up, get his own plate, spoon, etc., and pass by a table where efficient "K. P.'s" serve out the portions of beans, bread, etc. A second round will have to be made for ice cream if objection is made to serving it at the same time with the beans. Jelly beans might be an additional feature of refreshments.

Songs.

Bean songs were popular in the army, and it would be jolly good fun to have some of the soldier boys teach the crowd to sing some of these songs. Here is one that would go well in quartet:

Tune: "Pray for Sunshine, but Always Be Prepared for Rain."

Pray for beefsteak,
But always be prepared for beans;
Pull up the slack that's in your belt,
That old army chow will always take care of itself.
Keep on smiling;
Link your smiles up to some golden dreams.
Beans for supper, beans for dinner,
Beans in summer, beans in winter,
Pray for beefsteak,
But always be prepared for beans—or anything.

Another "chow" song that is popular is "To-Day Is Monday," which appears elsewhere in this book.

AN INDIAN PARTY.

This jolly party may be adapted for indoors or outdoors, winter or summer.

Invitation.—Cut out small paper arrows or tomahawks and write the invitations on them.

Decorations.—Use plenty of foliage, cornstalks, and anything to get the "woodsy" atmosphere. In one corner put up a small wigwam made of blankets, with an electric light camp fire in front of it.

As the guests arrive fasten a band of cloth around the head of each one. Let a piece of the cloth, attached to this band, hang down the back. Parallel slits every two or three inches in this piece are for feather inserts as the players win in contests

during the evening. One feather to stick straight up under the band or in the hair is given to each one at the beginning. An abundance of chicken and turkey feathers should be on hand.

Big Game Hunt.—Begin the evening's fun with a big game hunt. The Social Committee has been busy during the week cutting out pictures of animals of all sorts from newspapers, magazines, etc. These have been hidden about the room. All the Indians search diligently for them. The one bringing in the most big game gets a feather for his headdress.

Archery Contest.—Now both braves and squaws engage in an archery contest. Animals have been cut out of cardboard—bears, lions, deer, buffaloes—leaving an inch at the bottom to be bent back as a base, so the animals can stand. Each player is given three shots with bow and arrow, a feather being awarded for each hit.

Animal Hunt.—Another sort of animal hunt that may be used is to mix the letters in the spelling of various animal names and award a feather for the first correct list turned in to the committee. A suggestive list follows:

1. Rabe (bear).
2. Bratib (rabbit).
3. Plehnate (elephant).
4. Neyha (hyena).
5. Fagrife (giraffe).
6. Drapeol (leopard).
7. Sumtapopopih (hippopotamus).
8. Razeb (zebra).
9. Loaffub (buffalo).
10. Gauron-gautno (ourang-outang).

Indian Ambush.—Divide the company into two sides, Shawnees and Apaches. Have them seated opposite one another. First one side "plays" hide, then the other. Players may hide anywhere in the room and behind, on, or under anything, no matter what its size. Each player makes up his mind where he will "play" hide. The other side then guesses where Indians are hidden, each in turn having a guess. "I guess there is an Indian behind the victrola," says No. 1 of the Apaches, for instance. The Shawnees hiding there must all "'fess up" by standing. The next Apache then guesses and so on. Then the Apaches "play" hide, and the Shawnees guess. Of course you understand that no one really hides, but merely makes up his mind where he would hide and remains seated. After each round

the Indians discovered are considered prisoners and cannot hide again. Thus the game goes on until one side is eliminated by having all its warriors discovered and taken prisoners. No player can change his hiding place after the guessing begins.

Indian Chase.—This is the old game of "Last Couple Up." The Indians stand in couples, a brave and a squaw, in a long line behind one Indian, who stands something like ten feet in front of them. The Indian calls, "Squaw and brave up," and the last couple in line must run toward the front on either side of the line and try to join hands in front of the chaser. The chaser may not start until they are in line with him and may not turn his head to see where they are coming from. The couples may vary their method of approach, coming up close to the line or circling far out on either side or one detouring and the other keeping in close. If the chaser catches one of them before they can clasp hands, the Indian tagged becomes chaser, and the former chaser takes the other partner for his own and stands at the head of the line, which moves back one place. If the couple are not caught, they are free.

Refreshments.—"Laughing water" (lemonade) and wolf meat (hot "dog" sandwiches).

Another Indian Party.

Where there happens to be a large crowd, the company may be divided into several groups, say the Shawnees, Apaches, Cherokees, and Sioux. Have a chief appointed for each tribe. Give every one present some Indian name. They are to be called by that name all evening, wearing the appellation on the coat or waist. There will be Rain-in-the-Face, Sitting Bull, Eagle Eye, Hiawatha, Minnehaha, Uncas, Powhatan, Pocahontas, Fleet-foot, Heap-Much-Ugly, etc.

Let the tribes engage in the "Big Game Hunt" as outlined for the first party. Award three feathers to the chief of the tribe bringing in the most big game, two feathers for the second largest number, and one for third. Stick these in the headpiece of the victorious chief.

Archery Contest.—The same contest that is outlined for Party No. 1; but instead of awarding feathers to individuals as they score hits, award feathers to the chiefs of the tribes finishing with the best scores, three for first, two for second, and one for third.

Braves' Relay.—Select three or four braves to represent each

tribe. Put all sorts of obstacles in the race course—pans, chairs, books standing on end. These must be run around or jumped over, the runner not being allowed to touch or move any of them. The course for each tribe must be the same. Strings four feet in height are stretched across the course, and runners must duck under these. The first brave for each tribe has been provided with a tomahawk (cut out of cardboard), and at the signal to "Go" each starts down the course and then makes it back to the starting point, handing the tomahawk to the second brave, who also runs through and back and so on until the entire team has made the course and back, the last man handing the tomahawk to the chief of his tribe, who immediately holds it aloft. If a runner touches any of the obstacles or runs into the string, he must go back and begin again. The tribal chiefs are awarded feathers according to the order in which their teams finish, three for first and so on.

Squaws' Relay.—Select four to eight girls from each tribe, toeing the starting line. Directly opposite each team and at the far end of the room draw a circle about a foot and a half in diameter. Inside of each circle set up three Indian clubs (tenpins or long-necked bottles will do) in triangular position. At a given signal the first squaw for each tribe runs to her circle, places the Indian clubs just outside the circle in triangular position, and runs back to touch off the second runner, who runs as fast as possible to the circle and places the Indian clubs back inside the circle. And so on it goes, one runner placing them outside, the next inside. Always the Indian clubs must be placed in upright position; and should one fall, the runner must go back and set it upright. No runner must beat the touch-off by crossing the starting line before a teammate has returned and slapped the outstretched hand. Chieftains are awarded feathers according to the order in which their teams finish.

Now let the chieftains count feathers and announce the winning tribe. To this tribe some suitable award may be made. For instance, each brave and squaw may get a small stick of marshmallow corn such as can be bought at the confectionery for a penny, or a bag of wampum may be given to the chief—a sack with a quantity of candy corn kernels in it. Singing popular Indian songs, such as "Indianola," "Pretty Little Rainbow," and others will add something to the pleasure of the evening. "The Land of the Sky-Blue Water" would make an appropriate solo.

JAPANESE SOCIAL.

Decorate with Japanese lanterns, Japanese parasols, fans, bamboo, pink tissue paper cherry blossoms and chrysanthemums. Write your invitations Japanese fashion, up and down instead of across, or write them on fan-shaped pieces of cardboard.

As guests arrive have the committee greet them Japanese fashion, bowing very low three times and saying: "Konichiwa" or "Kon-ban-wa" (Good evening). The committee should be dressed in Japanese costume. When guests leave, the committee might say "Sayonara."

Japanese Quiz.—Get information as to what your denomination is doing in Japan. Write down questions on the country, its history, customs, missionary work, etc. Give each guest a sheet of paper. Inform them that the answers to the questions may be obtained from persons in the room wearing the numbers of the particular questions. It is unfair to obtain the answers from any one else. The first person to turn in a complete and correct list of answers should be given some suitable award, such as a chrysanthemum, for instance. At the close of this game have some one read the questions and let the entire company reply in concert. This quiz will serve as a novel way of mixing your crowd and at the same time getting to them some worth-while information.

Japanese Game.—Divide the company into two sides. Have them face one another some six or eight feet apart. The heads of the two lines advance toward one another, hands behind them, while a referee counts "One, two, three." On "three" both players extend hands toward one another. The hands may be extended in one of three ways—with fists clenched, like a stone; with palm flat, like paper; or with first and second fingers spread, like a pair of scissors. If the opponents choose the same way, they must try again. If one has the fist clenched and the other the palms flat, the latter wins, because paper can wrap up a stone; the two fingers spread beats the open palm, because scissors cut paper; and the clenched fist beats the fingers spread, because a stone can ruin scissors. The player who wins may remain standing, the loser sitting down. Or the winner can drop back of his line a few feet. The contest continues, the next two players advancing and matching, and so on until all the players have tried it. The side scoring the most winnings is victor.

Fan Guess.—To the Japanese the fan is the emblem of life.

Therefore any introduction of the fan idea is appropriate. The answers to the following questions contain the letters "fan" or "phan":

1. A girl's fan? Fanny.
2. An excitable fan? Fanatic.
3. A Chinese fan? Fan-tan.
4. A trumpet fan? Fanfare.
5. A dancing fan? Fandango.
6. A fan seen among pigeons? Fantail.
7. A musical fan? Fantasia.
8. An ethereal fan? Phantom.
9. A whimsical, imaginary fan? Phantasy.
10. A capricious fan? Fancy.

Japanese Fan Race.—Divide the company into two sides. Have one representative from each side contest at a time. Count one point for each "win" and at the close announce the winning side. Give the two contestants each a fan and a downy feather. They must fan the feather over an agreed course, not allowing it to touch the floor until it is across the finishing line. The feather may be caught on the fan to prevent its falling to the floor, but contestants are not allowed to advance while holding it on the fan.

Japanese Fan Ball.—This is a good contest for the out-of-doors and may be played on a tennis court, if one is available. Two players contest at a time, one for each side. Ordinary Japanese fans with handles or palm leaf fans are necessary, as well as toy balloons. A goal post, two uprights six feet apart, and a crosspiece are set up at each end of a field the size of a tennis court. A smaller goal and crosspiece are set up in the center, midway between the two goals. Two captains choose sides. When the umpire claps his hands each captain tosses his ball high in the air. The two players then try to keep the ball in the air and going toward the opponent's goal by fanning and guiding. The ball must go over or under the middle barrier and then through the goal on the opposite side. If it should fall to the ground, the player may pick it up on the fan, as a tennis ball on a racket, not being allowed to touch it with the hands. Following these, two more players contest, and so on until the entire company has taken part. Points are counted, and the winning team is announced.

Japanese Crab Race.—Let four players represent each side. Line them up back of the starting point, the first two on all fours,

with heels on starting line. At the signal to go these make their way as rapidly as possible backward to a goal line some eight or ten yards distant. As soon as their hands touch this goal line they may stand erect and rush back to the starting point, slapping the next teammate, who had assumed the "crab" position as soon as he saw his partner cross the goal line, on the outstretched hand. This player then starts back to the goal line and returns to touch off his next teammate, and so on. The last player claps his hands on returning and crossing the starting line.

Refreshments.—Serve rice cakes and cherry ice. Tea and sponge cake would also be appropriate, or sugar wafers.

Another Japanese Game.

Catching the Snake's Tail.—One player is "it." The rest all form a line, with hands on one another's shoulders. The object of the chaser is to tag the last player in the line. The line winds in and out and endeavors to prevent him from doing this. Should the last player be tagged, he becomes "it," and the chaser takes the head of the line. If the line becomes broken, the player responsible becomes chaser.

PEANUT PARTY.

Write invitations on thin paper, roll or fold them, and insert them in peanut shells emptied of their contents. Tie up each shell with a bit of narrow baby ribbon.

Blind Peanut Hunt.—Blindfold every one and then conduct a peanut hunt, placing the peanuts about on chairs and tables, being careful to move out of the way all breakable bric-a-brac. Or the peanut hunt may be conducted in the regular way.

Pea-nut-Rolling Contest.—Place peanuts on starting line at intervals of three feet. Give each contestant a toothpick. At signal all commence to roll peanuts across the room to the goal line. Immediately on their finish another row of contestants take their places and start the next race, and so on until all the crowd have participated. The winners of the various groups will then contest to decide who is the champion peanut roller.

Peanut Dip Race.—Each player thrusts the right-hand palm down into a bowl of peanuts, scooping up as many as possible on the back of his hand. He must then walk rapidly around the room, carrying on his hand all the nuts scooped up. The player bringing back to the goal the most peanuts wins.

Progressive Peanut Stab.—In the center of each table place a bowl containing one hundred peanuts in shell. Lay a long hatpin at each plate. At the head table have a bell. Each player has his right hand tied to his side by a ribbon or cord and is then seated. Be sure to have the same number of players at each table. The Chairman of the Social Committee may now ring the bell at the head table, and all players begin to spear peanuts from the bowl. When the bowl on any table is empty, the fact should be announced, and immediately all stabbing at all tables ceases, and players count their peanuts. The two with the largest number at each table progress to the next table, having tally card punched and score noted. All peanuts are replaced in the bowls ready for the next game. Five hundred may be the score limit, and the first player to reach that number should be declared winner.

Peanut Dolls.—Provide peanuts, toothpicks, pen and ink, tissue paper, paste, and chewing gum, and allow ten minutes for making dolls. Some wonderful creations will, no doubt, be the result.

Refreshments.—There are all sorts of peanut possibilities when it comes to "eats." Peanut butter sandwiches, salted peanuts, peanut brittle, peanut chocolates, and ice cream with ground peanuts sprinkled over it—any of these would do. We would not suggest that all of them be used, however, at one time. There is danger of getting too much peanut flavor in your menu. On each plate of "eats" place a peanut shell neatly cracked and tied with a piece of ribbon. In these you have inserted clever quotations, couplets, or fortunes.

Other Peanut Games.

Peanut Guess.—Let the players guess at the number of peanuts in a basket on the table.

Peanut-Shelling Contest.—Place a saucer containing seven to ten peanuts before each contestant. They must be shelled, inner husks removed, and no kernels broken. The player doing the best and quickest work wins.

Peanut Race.—Chairs are placed at each end of the room, one chair for each contestant. Six peanuts for each contestant are placed at equal distances apart across the room. Small spoons are provided. At a given signal all contestants start from chairs, run to nearest peanut, pick it up, return with it, and deposit it on the chair; then back to get the second one, and so on until all the peanuts are on the chair. Contestants are not al-

lowed to touch peanuts with their hands, and should they drop a peanut they must pick it up with the spoon before continuing the race, running from the point where the peanut was dropped.

Peanut Pitch.—Have a cardboard, two feet by three, marked into ten or a dozen divisions of different sizes. Mark the smaller spaces with larger numbers. Let each player pitch ten peanuts at this field, which rests on a table. The score, of course, represents the sum of the numbers on which the peanuts fell. Sides could be chosen for this game, allowing three pitches to each player.

Dropping Peanuts.—The players hold peanuts between the thumb and forefinger, arm extended straight out from the shoulder, and endeavor to drop them into a vase. It will add to the fun to have sides contest in this, totaling the scores for all the players of each side.

Peanut Walking Contest.—Have a row of peanuts for each contestant, with peanuts six inches apart all the way across the floor. The contestants must walk down this line of peanuts, stepping in between them all the way along without stepping on any of them. The player to reach the goal line first without having stepped on any peanuts, or having stepped on the least number, wins.

Nut-Guessing Contest.—

1. What nut is a sandy shore? Beechnut.
2. What nut is a girl's name? Hazelnut.
3. What nut is a stone fence? Walnut.
4. What nut is a large, strong box? Chestnut.
5. What nut is one of our mission fields? Brazil nut.
6. What nut made quite a hit with our soldiers? Doughnut.
7. What nut is a vegetable? Peanut.
8. What nut is good for bad boys? Hickory nut.
9. What nut is an oft-told tale? Chestnut.
10. What nut suggests a Chinaman's eyes? Almond.
11. What nut ought to go fine with hot biscuit? Butternut.
12. What nut is a favorite in Ohio? Buckeye.

AËROPLANE PARTY.

Write invitations on wing-shaped cards or have a small aëroplane drawn in the corner of the cards.

Would you like an aëroplane party?
And would you like to fly
And flirt with all the angels
Away up in the sky?

Then come around next Friday,
And don't you make it late,
For, child, we'll start this party
Right on the dot at eight.

Flying.

Let the entire company form a circle, with one person in the center, and play "Flying," after the fashion of "Simon Says, 'Thumbs Up.'" Allow several feet of space between players. The player in the center directs the game. He may call, for instance, "Eagles fly," waving his arms in flying motion. All players do likewise. Each time he names something that flies the entire group must go through the motion of flying with him. But when he names something that does not fly, as "Cows fly," all players except the leader must make no motion with arms. The leader goes through the flying motion each time, no matter what is called. Any player offending by flying when he ought not to do so or by neglecting to fly when he ought to do so must drop out of the circle.

Now divide the company into four groups—the Bombers, the Scouts, the Dirigibles, and the Hydros—and let the groups engage in contests. Groundwork is the first step in the making of an aviator; so the first contest will represent

Groundwork.

One contestant represents each group. Four rows of oyster crackers are laid across the room, each cracker being placed on a small piece of paper for the sake of cleanliness. Five crackers for each row will probably be enough. At a given signal contestants start hopping from the starting point, stooping to eat the crackers on the floor as they come to them. Contestants must touch only the hopping foot to the floor, even when stooping to eat. Crackers must be picked up by the mouth only, no use of the hands being allowed. When a contestant has eaten the last cracker in his row he immediately hops back to the starting line. Award points for first, second, and third place.

The next step for the cadet is dual-flying, when he takes the

air with an instructor, who teaches him how to "take off" and land his machine, showing him various things about the handling of an aëroplane. So the next contest is

Dual Work.

Two contestants from each group, preferably a boy and a girl. Blindfold them. Slip large paper bibs over their heads for the protection of their clothes. Furnish each one with a peeled banana, and at the signal each boy feeds his girl partner and each girl her boy partner.

The Baby Marathon, or any other game in which couples contest, may be substituted for the Banana Feed.

Next, the student flyer is allowed to make his first flight alone. This is called his solo flight, and the custom is to tie a white handkerchief on the tail of his machine. All other planes in the field then give him plenty of room. So the next contest is

Solo-Flying.

One contestant from each group stands on the platform facing the crowd and, following the pitch as given on the piano, sings a low note, then a high note, after this manner: "Do —— do." After one time around, the pianist increases the range, and so on until only one contestant can make it, this person being able to sing the lowest and highest note. Quality of voice doesn't matter. All that is necessary is for the person to sing the note at the given pitch.

This contest may be varied by requiring the contestants to sing verses of well-known songs, numbering the words as they sing, the judges deciding which is the best. This is done in this manner:

"Yankee (one) Doodle (two) came (three) to (four) town (five)
Riding (six) on (seven) a (eight) pony (nine)," etc.

Now that the student has mastered his ship, he is put on stunt-flying. So an unsuspecting victim is selected from each group for a

Stunt Flight.

The leaders and several other persons in each group should have been made acquainted with this stunt early in the evening. The victims may be brought in one at a time, or all four flights

may be put on at once, after the fashion explained in the Aëroplane Ride in the chapter on stunts.

Now comes cross-country flying, when the student flies to some near-by town, lands his machine, and then brings it back to the field. So we must have a

Cross-Country Contest.

Select a girl and boy to represent each group. All four girls stand on one side of the room, the boys on the other, each toeing the mark ready for the signal to go. Each boy is given a sealed envelope containing the name of some tune he must whistle to his partner. At the given signal he runs across to his partner, touching her outstretched hand as he comes up. Not until then can he open the envelope to see what tune he must whistle. As soon as he ascertains this he whistles it to her. She has been provided with a slip of paper and a pencil and writes the name of the tune down, handing him the slip. Immediately he returns, delivering the slip to one of the judges, who notes whether or not it is correct. The first boy to return with a correct slip wins. No tipping off of contestants is allowed.

The flyer now receives his finishing-up lesson in a course on formation-flying, when with a number of other ships he practices flying in scouting, bombing, battle, and other formations. It's a thrilling sight to see a number of ships flying in formation high above the earth. So the next contest is

Formation-Flying.

Nine contestants are selected from each group. Line them up in four rows. Two groups compete at a time. The winners compete to decide the champion. If the blackboard and room are large enough, all four teams may contest at once. The head man in each group is given a piece of chalk. At the signal to go each head man hops to the blackboard across the room and writes "a." He hops back, hands the chalk to No. 2, who has moved up, and returns to his group. No. 2 hops to the blackboard and writes "e," hops back, and hands the chalk to No. 3. And so on it goes until "aëroplane" is written. The word "fly" may be used where the crowd is small. Teams are awarded points according to the order in which they finish.

The Weaver's Relay described elsewhere in this book may be substituted for the above game.

Finish up the evening's fun with an

Air Race.

One aviator represents each group. Contestants line up. Each has a paper cornucopia on a string tied about level with his head. A paper aëroplane might be devised to take the place of the cornucopia. Participants endeavor to blow cornucopias to the end of the strings.

Serve "landing-gear confection" (doughnuts) and "hot gas" (hot chocolate) or "milk from the Milky Way."

ADDITIONAL AËROPLANE GAMES.

Aëroplane.

See how many words can be made out of the word "aëroplane."

Airship.

This is an adaptation of the old game of stagecoach and will afford lots of fun. Each player is given the name of some part of an aëroplane or of some term peculiar to aviation. These are introduced by a leader in a story. As each part or term is called, the person representing it will rise, whirl about, and, if possible, do some appropriate stunt. For instance, "propeller" gets up, whirls about, and then swings his arms in wide circles; the "wings" flop the arms in flying motion; the "engine" makes a terrible racket; the "struts" strut; the "side slip" does a Charley Chaplin glide; the "spin" whirls twice; the "Immelman turn" whirls once, then whirls again halfway and then back, etc. Each takes his seat immediately on completion of his stunt. When "airship" is called all the players must rise, whirl about once, and sit down.

Following is a list of parts and terms familiar to the aviator: Propeller, skid, wings, fusilage, engine, aileron, struts, elevator, rudder, altimeter, stick, wheel, landing gear, gun, switch, gasoline, volplane, tail spin, spiral, side slip, loop, Immelman turn, wing-over, nose dive, bank, angel dive, solo, stunt, helmet, observer, goggles, spiral, zoom, air pocket, wind shield, cadet, ace, instructor, line-up, formation, mechanic, etc.

Aëroplane Charades.

Groups may represent words familiar in aviation in charade, announcing the number of syllables as the only clue.

Altimeter (all-tie-meter).

Aëroplane (air-o-plane or plain).

Tail skid (tale skid).

Aileron (ail or ale-e-run).
Tail spin (tale spin).
Side slip (side slip).
Engine (N-gin).
Aviator (a V-ate-her).
Cadet (K-debt).
Strut (strut).

Members of the groups will easily figure out ways for acting out these words and possibly others.

A POLLYANNA SOCIAL.

Pollyanna and her glad game will afford the background for a most delightful program for almost any time of the year. It will be most appropriate, however, in the fall.

As the guests come in each is assigned to one of three villages—Happyville, Gladtown, or Pleasantville. If the affair is held in the Sunday school rooms, separate rooms may be assigned to each town. The name of the village should be displayed over its headquarters. Let each village proceed to elect a mayor or mayoress.

A governor has been appointed by the Social Committee and presides over the events of the evening, beginning the social with a short address on his pleasure, as Governor of the State of Happiness, in meeting with the principal towns of the State in a grand tournament. He then introduces some one previously selected to tell one of the stories from "Pollyanna." This person should be a good story-teller. If it is impossible to get such a person, have some one tell something about the book and explain Pollyanna's glad game.

Decorate the mayor of each town with a huge pasteboard star with the word "MAYOR" printed on it. A town clerk might also be appointed for each town, as well as three judges for the tournament.

If there are many present who do not know each other, the first event should be a contest between the towns to see which can get all of its citizens acquainted first. The mayor announces the fact to the judges as soon as he is sure everybody knows everybody else. One of the judges may conduct a short quiz to make sure they are not bluffing. "Miss Smith, who is this

gentleman?" and so on. For all contests award three points for first place, two points for second, and one point for third.

Each town is now allowed five minutes to get up a yell. Both the originality and the enthusiasm and precision with which the yell is rendered count.

Next, the towns are given a few minutes to see who can give the best reason for being glad or express the best glad sentiment.

Then follows a "Pollyanna" contest. Each town is allowed a given time to make as many words as possible out of the word "Pollyanna." Proper names don't count. One list is prepared by each town, the town clerk writing as suggestions come from different citizens. At the close judges verify lists of different towns and award points accordingly.

Now have a rhyming contest, giving each town four words to be used at the end of each line in its rhyme. Thus one town is given "smile, style, while, aisle"; another is given "list, kissed, missed, insist"; another, "girl, curl, furl, whirl." Each town is privileged to offer as many rhymes as it pleases, only a limited time being allowed for the writing. Judges decide the winners.

The social closes with a football series, two towns contesting and the third playing the victor. The losing team that makes the highest score takes second place in this event. A table serves as a football field. A piece of green or brown wrapping paper is stretched over it and marked off with ten-yard lines to represent a football field. Small goal posts are made out of sticks stuck in spools, which serve as standards, with a cross bar tacked across. These are placed at either end of the field. The football is an empty eggshell painted brown and made to resemble a football by marking it with ink. The ball is placed in the middle of the field, and a player from each side in turn tries to blow it through the opposing goal. A touchdown is scored eacn time the ball goes between the goal posts and over the line. This counts six points. A safety is scored each time the ball goes over the goal line in bounds, but not between the goal posts, counting two points. The ball is always placed in the center of the field after each trial. It is well to have two balls for the sake of emergency.

At one social where a box of chocolates was to be given to the town winning the tournament this is the yell that took first place:

"Chocolates brown, chocolates sweet,
Chocolates we are bound to eat.
We are here to get our fill,
We are here from Happyville."

At another social of the same sort this yell won:

"Rickety! Rickety! Rill!
We're from Pleasantville!
We've never worked, and we never will!
Hurrah for Pleasantville!"

The winning glad sentiment was expressed thus:

"It snows, it rains, it tries to sleet,
Happyville is glad to live and meet;
We meet to laugh and laugh to greet,
No matter how it tries to sleet."

In the rhyming contest this one got the decision:

"The lad stood in the burning aisle
To keep himself in style.
The captain said: 'Why do you smile?'
He said: 'It's worth the while.' "

Three points are allowed in each event for first place, two for second, and one for third. Post all scores on a blackboard as they are made.

Sandwiches, pink lemonade, and stick candy were served by one crowd of young people as refreshments.

Laughing Handkerchief.

If an additional game is desired, have all players form a circle. One person stands in the center. He throws a handkerchief into the air as high as he can and starts laughing. Every one must laugh with him until the handkerchief touches the floor, when there must be perfect silence. Any one laughing after the handkerchief touches the floor must leave the circle. At the end of five minutes the town losing the fewest of its citizens in this manner is declared winner. ("Pollyanna," a book by Eleanor H. Porter.)

INDOOR TRACK MEET.

Contestants.—Harvard, red and white; Yale, blue and white; Princeton, black and yellow; Amherst, purple and white.

Every one who came had a small pennant (paper printed in colors) of one of the colleges pinned on by four girls. Captains had been appointed several days previously, as well as judges for the meet, a clerk to post on blackboard points made by each college, an announcer, and a starter. First place in an event counted three points; second place in an event counted two points; third place in an event counted one point. Colleges were assigned separate rooms, which were decorated with their respective college colors, as headquarters. These all opened into the main Sunday school auditorium where the meet was held. The announcer started things by giving each college five minutes in which to prepare one or more yells, or songs, stating that this event would count in the meet, the judges deciding which was first, second, and third. The captains drew for the order in which they were to be given their turn. Following are the events:

1. *Two-Hundred-Yard Dash.*—A ball of adding machine tape (paper) is necessary for this event, or cloth strips of sufficient length may also do, or telegrapher's tape. Anything of the sort about seven or eight yards in length and two or three inches wide will do. Four pairs of scissors. At a given signal the contestants begin to cut from one end of the tape through to the other end, which is being held by members of the respective teams, four pieces of tape of the same length, of course, being provided. This is more exciting than it sounds.

2. *Obstacle Race.*—Same as No. 1, except that about four knots are tied in the tape at intervals. The contestants must cut to the knots, untie them, and go on, being careful not to tear the tape. No knot must be untied until the contestant reaches it in cutting.

3. *Potato or Peanut Race.*—This is just the ordinary potato race, making contestants walk instead of run, or having them carry the peanuts on a knife instead of the potatoes in a spoon.

4. *Handicap Race.*—Girl and boy contestant from each team. Four chairs in a row, on each of which are a needle and a piece of thread. Right arm of girl tied to left arm of boy; placed in front of chairs. At signal each girl picks up the needle with her left hand, and each boy the thread with his right, and then the boys try to thread the needles.

5. *Standing Broad Smile.*—Measure smile of each contestant with tape measure. The broadest smile wins. Boy and girl to-

gether might represent a college, the combined width of their smiles being counted. Make contestants stand in line, facing crowd.

6. *Inside Run.*—Drinking glass of water with teaspoon, contestants sitting, facing crowd. Girl feeds boy with a spoon.

7. *Boarding House Reach.*—Contestants sit in four chairs in a row, and each one's reach is measured with tape.

8. *Tug of War.*—Piece of candy tied in middle of string. Contestants start chewing at either end of string, and of course the first one to get to the candy wins. It will be necessary to have three contests to decide this; for instance, Yale *vs.* Amherst and Harvard *vs.* Pinceton. The two winners then fight it out for first place.

9. *Running High Jump.*—Contestants strike low note, then high note, the pitch being given by some one person at the piano. The one who goes from the lowest to the highest wins the event. Quailty of voice does not count, just so the contestant makes the necessary noise at the proper pitch.

10. *Relay Race.*—Three or four girls (could be boys) from each team. Sit in line on platform by teams, each provided with one or two crackers. At given signal the first contestant on each team begins eating a cracker. When contestant has finished she must whistle. Not until she has done so can her next teammate begin. The team whose last contestant eats a cracker and whistles first wins the event.

Teams are allowed to root and give their yells as they would do at a regular track meet.

This social at one place proved such a tremendous success that on request it was made an annual feature, each time varying the stunts.

Additional Events.

One-Yard Dash.—Contestants attempt to push a penny the distance of one yard across the floor by means of the nose.

Standing High Jump.—Three doughnuts suspended in doorway about four inches above the mouth of jumpers. Contestants with hands tied attempt to get a bite. One bite wins.

Hurdle Race.—Contestants take seats and thread six needles.

Bun Race.—Two poles a good distance apart, connected with a clothesline, from which are suspended strings of different lengths according to height of each contestant. A bun is tied on each string. Contestants with hands tied behind them, at signal to start, try to eat the bun. Constant moving of line by their ef-

forts makes it almost impossible to get a bite. Soon a boy gets hold, gets his bun on the floor, and finishes it there.

Feminine Discus Throw.—Give each girl an empty paper bag and a string. Allow the participants one minute to inflate the bag with "hot air." Tie the string around the bag's neck and throw the inflated "discus" as far as possible. Since the bags will go in almost any direction except the one the thrower intended, and some of them are likely even to blow back on the contestants, this test of skill should be appropriately dubbed a "Feminine Discus Throw."—*Beryl W. Hundley.*

Twenty-Foot Dash.—The contestants must hop a given distance on one foot and carry, without spilling, a glass of water in the right hand.—*Beryl W. Hundley.*

A Crowing Contest.—The contestants may be solemnly seated on a line of camp stools and each given four crackers to eat. After the consumption of the crackers, the contestants are unexpectedly told to "Cock-a-doodle-doo." Crackers leave the mouth dry, and the lassie who can utter her clarion call well deserves her "chanticleer" medal.—*Beryl W. Hundley.*

Obstacle Race.—This spectacular event is likely to provoke the greatest fun of the evening. Contestants enter the race with unbuttoned shoes and carrying hats, coats, umbrellas, camp stools, and suit cases containing gloves, button hooks, curl papers, and rubbers. At the given signal they race across the room to a chalk mark on the floor; open their camp stools; seat themselves; open their suit cases; take out the button hooks; button their shoes; put on their curl papers; put on their rubbers; don their hats, coats, and gloves; raise their umbrellas; pick up their suit cases and camp stools and, with what breath is left in them, race wildly back to the starting point.—*Beryl W. Hundley.*

Rainy-Day Race.—Girl contestants stand in line with closed satchels in which are rubbers and gloves. Each is given also a closed umbrella. At the given signal they open satchels, take out rubbers, put them on, take out gloves, put them on, open umbrellas, close satchels, and walk about one hundred feet to a line, carrying satchels and open umbrellas. Here they shut umbrellas, open satchels, remove gloves and rubbers, put them in the satchels, close satchels, and walk back as hurriedly as possible, carrying satchels and umbrellas. The first one back to the starting point is winner.

Peanut Race.—Push a peanut across the room with a toothpick.

Drunken Man's Relay.—See "Spanish Relay."

Cane Rush.—Hide sticks to represent canes about the room. Let every one hunt, after dividing the company into groups. As the canes are found they are handed to the captain of the side. The side finding the most wins.

Running Broad Jump.—Two representatives from each group. Contestants whistle, while everybody else laughs and tries to make them laugh. The one whistling the longest without laughing wins.

Javelin Throw.—Contestants throw a hen's feather as far as possible.

Girls' Fifty-Yard Dash.—Girls wind and unwind a spool of cotton thread.

Three-Legged Race.—Three contestants from each team try to look solemn, while the onlookers laugh and joke, endeavoring to make them smile.

Marathon Race.—Boy and girl represent each group. Each couple is provided with needle, thread, three buttons, and a piece of cloth. Boy threads the needle, and girl sews on buttons, attempting to do it in record time.

Hammer Throw.—Inflate paper sacks. Tie them on long strings. Each contestant must throw an inflated sack, holding the string by the end and swinging it several times over the head, as in the hammer throw.

Jug Race.—Place jugs on their sides on the floor. Each contestant sits on a jug, feet off the floor, and writes his name.

Obstacle Race.—At the start contestants must thread a needle. Then they run to a chair in the center of the room, where each must eat a cracker. After whistling here they run to another chair at the end of the room, where each must drink a glass of water. Then they rush back to the starting point.

Discus Throw.—Contestants must throw paper plates, discus fashion—that is, holding the plate like a waiter holds a tray and balancing on one foot, taking two short hops and a forward step to the line as they let the "plate" go.

Thirty-Inch Dash.—A piece of string thirty inches long, with a marshmallow tied at the end. The other end is placed in the mouth of the contestant, and, using the mouth alone without help from his hands, he must chew up to the marshmallow. The first contestant to eat his marshmallow wins.

Shot Put.—Give each one five or ten peanuts and place a quart jar or tumbler at a certain distance from the line. Contestants see which can throw the most peanuts into the receptacle. This may be contested by the groups, each player getting a chance. In this case a receptacle would be placed opposite each team's line-up, and the side putting the most peanuts into its jar wins. If contested in this manner, not over three peanuts would be given to each player. Beans may be used instead of peanuts.

Foot Race.—Each group lines up, toe against heel all the way along. Measure each line to determine winner.

Standing High Jump.—Three or four doughnuts are suspended, as in the Bun Race, at four or five inches above the mouths of the contestants. Contestants stand with hands tied behind them. The first contestant to get a bite wins.

One League used the Track Meet idea, dubbing it "Centerville College Opening." The towns competing were Cootie Hike, Possum Trot, Skeeter Grove, Chipmunk Hill, and Hog Wallow, each sending representatives. A loving cup (tin) was presented to the town winning the most events.

A NEWSPAPER SOCIAL.

Materials Required.—A big stack of old newspapers, several papers of pins, four or five pencils, a few sheets of writing paper, and refreshments, of course; also some fashion plates and ten cents' worth of dried beans. This is not an expensive social.

Use some scheme of choosing partners by chance, as far as possible coupling a boy with a girl. Give the boy a bundle of newspapers and a strip off a paper of pins (no scissors) and tell him to dress the lady. Give a half or three-fourths of an hour. Let the time be definite. This will be extremely amusing, and some of the costumes will be really quite wonderful—split skirts, skirts with tunics, hats with feather duster trimmings, etc. Have your room decorated with fashion plates, which the boys may consult.

If you have some older ladies present, appoint them as judges. When the time is up have some one play a march and have the girls march in review around the room for the inspection of the judges. After a couple of times around, let their boy partners join them. The judges will award the prize for the best dressed—that is, the prize goes to the boy dressing the best-

dressed girl. One League gave a tiny undressed doll as first prize. Let there also be a booby prize.

Divide the crowd into four, five, or six groups. You can adapt the number to your attendance. Tell them they are to edit a League newspaper. Give one group the editorial department, one the sports, one society, advertising, telegraphic news, etc. Let them understand that the news is to be purely local—that is, let it pertain to League matters, your Church people, etc., and whether or not it can stand the test of truth will not matter—in fact, vivid imagination will be at a premium. Give a certain length of time for this stunt, then have the paper assembled and read. It will be a great mirth producer.

Next, pass to each one a small bundle of ten or twelve beans, each bundle being done in newspaper, of course. Bundles may be tied, twisted, or folded. (This is just the old bean stunt, whereby you exchange beans or rather forfeit them to the party who succeeds in making you say a forbidden word, as *I*, *Yes*, *No*, or any other stipulated word.) Let this go on for ten or fifteen minutes only, then declare a halt and tell every one he has as many dollars with which to buy his lunch as he has beans.

Refreshments.—Have something that can be put in a bundle; have a few dainty packages wrapped nicely and some great big ones wrapped in lots of newspaper. Have the interiors, of course, all alike. Have some clever person act as auctioneer and auction off the packages, accepting beans as dollars in payment. Forbid the opening of packages until all are sold.

This social has been a great success, but don't let any one feel that it must be given exactly as prescribed. You can probably get a suggestion from your own originality to improve on parts of it here and there and to adapt it to your own situation.
—*Maud E. Empey.*

A SMILE SOCIAL.

"'Smile awhile, and after awhile'—
Of course you know the rest.
So bring a stick of chewing gum,
And smile your level best.
No other admission fee
Is needed but these two.
So come along and smile awhile;
We'll do the same for you.

Smile Social. First Methodist Church.
Friday Evening. *Come Smiling."*

As announced in your invitation, the admission fee to this social is a smile and a stick of chewing gum.

1. As guests arrive they are introduced to Mr. Ha-ha and Minnie Ha-ha. These two are dressed in some sort of ridiculous fashion and when introduced say nothing but "Ha-ha."

2. Pin slips of paper on each guest. Have written on the slips such words as "ha-ha, giggle, grin, laugh, smile," etc. All Grins proceed to find all other Grins, all Giggles the other Giggles, and so on. Each group organizes itself into a family group, appointing some one in the group "father," another "mother," etc. They then make up the words to a song telling of the merits of their family. Thus:

Tune: "Comin' Thro' the Rye."

"If a body meet a 'Ha-ha,'
Comin' thro' the town;
If a body greet a 'Ha-Ha,'
Need a body frown.
All the 'Tee-hees' are so giddy,
All the 'Grins' so gay,
And only 'Ha-has' are sedate,
So they've been asked to stay!"

Groups select any tune they desire for their song.

3. Each family selects the most talkative member of the family, the one that can take in the most, and the one with the largest mouth.

(1) The most talkative ones now engage in a talking contest. They then start all at one time and talk for two minutes on "How I Would Raise My Children if I Had Any." All appropriate gestures and oratorical ability are to be noted by the judges.

(2) The ones that can take in the most engage in a gumdrop contest, the gumdrop being tied in the middle of a string. The contestants then, with hands behind them and one end of the string in each mouth, start chewing up the string toward the gumdrop. The first one to it wins.

(3) The large-mouth representatives take the platform and grin broadly while the judges measure with a tape measure the width of each mouth.

4. The chewing gum is now called into service. Each one chews his stick of gum and then fashions some sort of animal out of

it to enter in the animal show. A prize may be given for the best.

5. *Songs.*—The crowd may now gather about the piano and sing such songs as "Smiles," "Smile, Smile, Smile," "Smile the While You Kiss Me Sad Adieu," etc.—*Adapted from suggestions by Mrs. S. M. Laws, Pocasset, Okla.*

CIRCUS PARTY.

"Gee, let's have a Circus Party! Whaddye say? 'Member how much fun we used to have playing circus in our kid days? Well, come around Friday night at eight o'clock an' let's have one grand old time. There'll be pink lemonade an' everything." Thus may read the invitation.

The Social Committee should prepare thoroughly for this affair. If everything is worked out carefully, the young people will have the time of their lives.

Animal Show.

As guests arrive provide them with paper and pencil and take them through your animal show. If you can fix up a poster to hang up outside this exhibit, it will help. Paste the pictures of some wild animals on a piece of cardboard and let it bear the inscription, "Biggest Show on Earth." Inside will be found small pasteboard boxes, the tops covered with wire or string to make them resemble animal cages. Inside these cages will be your animals. For instance, one box contains a kid glove representing a "kid," Some links of a chain represent a lynx; the letters "MON" and a key, monkey; a piece of chamois, chamois; a doll, lying with head on a pillow, lion; a small piece of butter, goat; a dried pea, and a toy rooster or picture of one, peacock; a tiny undressed doll, bear; an envelope showing some one's initial seal on the back, or with a Red Cross seal, seal; picture of some one praying, letter "E" and picture of a dog, prairie dog. Number cages and let guests write down what animal they think each cage contains.

Side Shows.

Next the guests may be allowed to visit various side shows. All these should be properly placarded.

1. A man with his hands where his feet ought to be proves to be a man with his hands in a pair of shoes.

2. The half black and half white man would be a boy dressed in white trousers and shoes and black coat.

3. Curiosity booth would be placarded "For Men Only." Of course you won't be able to keep the girls out. Inside are articles of wearing apparel for men, such as socks, ties, etc.

4. Fortune-telling booth bears a placard inviting every one to come in and have his palm read. A gypsy fortune teller inside puts a drop of red ink in the palm of each visitor.

Exhibition of Freaks.

Put on any or all of the stunts outlined elsewhere in this book under the head of "Freak Exhibit." Be sure to get a good "spieler" for this "the greatest show on earth."

Games.

In between the side shows and the freak exhibition you might introduce a couple of games, such as the following:

Zoo.—Players sit in a circle, with one player standing in the center blindfolded. Each player has been given the name of some animal. The blindfolded player calls the names of two animals, and they must immediately change seats, he endeavoring to catch one of them or get one of the seats vacated. The player caught or losing his chair must take the place of the catcher in the center. When "Zoo" is called all players must change seats, the catcher endeavoring to tag some one or get a chair in the mix-up.

Merry-Go-Round.—Play some rollicking game, such as the "Jolly Miller" or "Three Deep," for instance.

For refreshments serve pink lemonade, using strawberry juice or grape juice for coloring, and clown cakes. The clown cakes may be made by icing the cakes white and then making eyes, nose, and mouth with red or pink icing. A crêpe paper dunce cap may decorate each cake, using a toothpick as a hatpin.

Additional Circus Stunts.

"See the wonderful animal; tail where its head ought to be." Inside have a toy cat with its tail in a saucer of milk.

"The monkey that makes everybody laugh who looks at it." Inside have a mirror facing the victim as he steps in. All victims are sworn to secrecy.

AN EXCURSION TO EPWORTH.

THE BEST LEAGUE SOCIAL GIVEN BY BROADWAY EPWORTH LEAGUE, BOWLING GREEN, KY.

About a week before invitations were sent to the members of the League who were not in the habit of coming to the social and also to other young people of the Church whom we hoped to interest in the League work. The invitations read like this: "You are requested to join an excursion to Epworth, the home of the Wesleys, on [date]. This train leaves [name of residence] at 7:30 o'clock. Single ticket, one smile; round trip, one smile and a handshake."

A member of the Social Committee met the guests at the door and pinned on them a tag on which was written the owner's name. As usual, the program was begun with Scripture-reading and prayer; then the young man who was asked to be conductor blew a horn and called out: "All aboard!" In the meantime there were passed around slips of paper on which were written a number and also some subject relating to the life of the Wesleys. After each boy had found the girl who had the slip of paper corresponding with his, the conductor led the party to a long hall with chairs arranged like a train. He explained by saying that each couple was to talk about the subject written on his slip of paper. Some of the different subjects are the following: "Home Life of the Wesleys," "John Wesley as a Philanthropist," "Charles Wesley as a Singer,' "John Wesley's Dying Words," "First Methodist Conference," "Susanna Wesley."

About every three or five minutes the conductor would call out, "Change cars," then every boy moved a seat farther. When every boy had talked to every girl on each subject, the conductor said: "All out for Epworth!"

At this time one of the young men gave an interesting description of Epworth, then all came back into the parlor, where the following games were played. First, each couple was given a slip of paper. The papers were headed this way:

"*Some Traits of Character Which Epworth Leaguers Should Possess.*"

Humility, written like this: Muhtilyi.
Patience, written like this: Tiapnece.
Faith, written like this: Afthi.
Self-control, written like this: Lortnoc-fles.
Courage, written like this: Roucgae.

Tact, written like this: Catt.

Kindness, written like this: Dessnink.

Love, written like this: Leov.

Then a word-building contest was given. "Epworth League" are the words from which other words were made. Some formed as many as fifty words in the ten minutes. After this cream and cake were served. The cakes were wrapped with paper and tied with yellow and white ribbons. On these papers were written invitations to the next Sunday's devotional meeting:

"As this cake is sweet,
So the League is hard to beat.
Be at Broadway at 6:45 Sunday eve,
And some of the good you're sure to receive."

The following games were also played:

1. A table was arranged with a number of articles on it. The guests passed through the room and then wrote the articles they remembered seeing.

2. A musical game. A list of questions was asked, and a young lady played on the piano the answers to the questions. The following is a list of the questions and answers:

1. What was the girl's name? "Darling Nellie Grey."
2. What was the boy's name? "Ben Bolt."
3. Where were they born? "Old Kentucky Home."
4. Where did they meet? "Coming through the Rye."
5. What did he give her? "Roses of Picardy."
6. What did he say to her? "I Love You Truly."
7. What did she reply? "We'd Better Bide a Wee."
8. Where was he compelled to go? "Over There."
9. What did she bid him? "A Soldier's Farewell."
10. Of whom did he say he was always thinking? "Dear Old Pal of Mine."
11. Where did he first see her after his return? "Dixie."
12. When did she promise to marry him? "Some of These Days."
13. Who was maid of honor? "Annie Laurie."
14. Who was best man? "Robin Adair."
15. Where were they married? "Little Brown Church."
16. Where did they go on a bridal trip? "Where the River Shannon Flows."

17. Whom did they think of while gone? "Old Folks at Home."
18. Who met them at the station when they returned? "Old Black Joe."
19. What did they most love? "Home, Sweet Home."
20. Where did they always stay? "America."

AN ALPHABET PARTY.

The Invitation.

Here is quite the newest yet:
Mr. and Mrs. Alphabet
Will entertain on Tuesday eve.
It will be fun, you may believe.
Two cents a letter for your names
Is all it costs to join the games
And be fed in an alphabetical way.
We'll both be sad if you stay away.
We need the money, you the fun.
At seven-thirty 'twill be begun.

Games.

Give each guest, or group of guests if there are many, a sheet of paper bearing a single letter of the alphabet and instruct him or her to write a verse about some prominent local person or thing after the manner of the nursery A B C books, making an illustration to fit. Bind the sheets into a booklet and give it as a prize to the one making the best verse.

Progressive Letters.

Place face down on tables cards bearing letters of the alphabet. Play after the manner of all progressive games. One player turns up a card, and the one calling the name of some town beginning with that letter gets it. The next player draws. At the end of two minutes the couple having the most cards move up to the next table. Change frequently to boys' names, names of flowers, etc.

Spelling Match.

Choose sides. Distribute large cut-out letters. The leader announces a word, and the players holding the letters of which it is composed step forward and hold their letters so as to form it. The side forming the word first chooses from the opposite side.

Word Groups.

Hang around each one's neck a large-sized card bearing the initial of his or her last name. Tell them that the letters are to spell themselves into words. This way: If Mr. N. and Miss O. are standing together, each one is privileged to write the word "No" on the card; then if Mr. T. comes along, all three may write "Not" on the cards. Then the three of them may tour the room in search of other letters to build up their lists. It is a good plan to write the full name at the top of the card when it is given out; so that if any in the company are unknown to others when they meet in spelling the words, the written names may serve as introductions. The one who has the least number of words may be given an A B C book.

Refreshments.

Pass three white letters and one red letter to each guest, stating that each white letter entitles one to something to eat and the red one to something to drink beginning with that letter. If any person has drawn a duplicate or thinks he can arrange a more pleasing menu, allow him to exchange. Of course many of the combinations will be very amusing. Apples, bananas, cake, doughnuts, eggs (deviled), fudge, grapes, heart cookies or candy, ice cream, jello, kisses, lemonade, marshmallows, nuts, oranges, pickles, quince honey, rice balls, sandwiches, tea, unfermented grape juice, veal loaf, wafers, yams, zwieback. If it is inconvenient to serve the eatables suggested, others may be substituted.

BIG BLUFF COLLEGE.

A Social Institution of Higher Learning.

[A social adapted especially to large groups, such as City Unions and Summer Conferences, though suitable also for local Chapters. Used successfully in Virginia, Pacific, and California Summer Conferences.]

Entrance Examination.

1. *Geography.*—If Mississippi wore a New Jersey, what would Delaware?

2. *Mathematics.*—If a bottle and a cork cost a dollar and ten cents, and the bottle cost a dollar more than the cork, how much did each cost?

3. *Ancient History.*—How old would you be if you were very, very fat?

4. *Grammar.*—Punctuate the following: That that is is that that is not is not is not that it it is.

Class Organization.

Getting acquainted. Election of captain and yell leader.

Course of Study.

1. *Social Science.*—(1) Freshie Glee, (2) Sophomore Hop, (3) Junior Prom, (4) Senior Bawl.
2. *Higher English.*—Spelling Match.
3. *Domestic Science.*—Training Bachelors.
4. *Economics.*—Principles of Banking.
5. *Military Science.*—Target Practice.
6. *Physical Culture.*—Football Game.
7. *Interclass Track Meet.*—(1) One-hundred-yard dash, (2) relay race, (3) hobble-hurdle race.

ANSWERS AND DIRECTIONS.

1. Alaska.
2. Five cents and one dollar and five cents.
3. Same as I am now.
4. That that is, is. That that is not, is not. Is not that it? It is.

Class Organization.

Divide the company into four groups—freshmen, sophomores, juniors, and seniors—using any method of grouping desirable, according to month of birth, color of eyes, height, etc. Each group then elects a captain and yell leader. Or the guests may be assigned to the various groups by the Committee on Entrance Examination. Each person, under this system, must appear before this committee and answer the questions given above, as well as some others that may be added at the committee's discretion regarding age, married or single, etc. The assignments of the committee are entirely arbitrary and need not be based on the examination results.

Course of Study.

Freshie Glee.—Rope-jumping contest. Several freshmen contest to see which can jump the rope the most times without missing. Each has a short jumping rope and counts as he jumps.

Sophomore Hop.—Several of this group engage in the Chinese Hop Race, described elsewhere in this book.

Junior Prom.—Heel-and-toe relay race for girls. Several girls from this group engage in this race. In taking steps the girl must place the foot down so that the heel of her front foot touches the toe of her back foot each time. Thus she races from the starting line to the goal.

Senior Bawl.—Representatives from this group put on the Baby Marathon Race as described elsewhere in this book. Or they may be required to sing at the same time, each his own song. The noisiest one wins.

Spelling Match.—Could be conducted after the fashion of the Animated Alphabet Spelling, described elsewhere. Representatives from each of the four groups contest.

Training Bachelors.—A girl and boy represent each group. The boys are blindfolded, and the girls then put on the Gentleman Nursemaid Stunt, described in "Miscellaneous Stunts." The girls race to see which can finish first.

Principles of Banking.—A representative team from each group. They engage in the Penny Relay.

Target Practice.—Throwing peanuts into a jar or vase. One contestant from each group.

Football Game.—Form four long lines, one for each group, and pass the ball (bean bag will do) back over heads of players to end of the line. The last player runs to the head of the line with the ball and starts it back again, and so on, as in Arch Ball Relay.

One-Hundred-Yard Dash.—Put on the String-Winding Relay between the four groups.

Relay Race.—Use any of the relays described in the chapter on "Relays."

Hobble-Hurdle Race.—See chapter on "Stunts."

[A part of this "Course of Study" may be omitted if the program is too long. Encourage groups to cheer their representatives during the contests.]

CHAPTER XIV.

PRIZE SOCIALS.

An Aviation Meet.
An Automobile Party.
Neighborhood Birthday Party.
Halloween Party.
A Christmas Party.
A Mad March Party.
A Street Fair.
A Novel Can Social.
A Hobo Party.
Indoor Camping Party.
A Cob Social.
A Quiet Program.
A Hard-Times Meetin'.
A Trip to the South Pole.
A Graphophone Social.
An Excursion Trip.
A Railroad Trip Over Georgia.

AN AVIATION MEET.

(First Prize.)

This has been voted to be the best social we ever had. It was written by Emily Rose Burt. "An Aviation Meet" is the title she gave it. The invitations are made to look like tickets of admission, the men's on red cardboard and the girls' on blue, and read thus: "Admit two to an aviation meet in the church parlors Friday evening [date] at eight o'clock." Every member who receives a ticket must make it a point to ask some one else and should conduct the guest personally to the social.

Decorate as you may choose, but you should have miniature balloons in the windows and an aëroplane in sight. We had one about three or four feet long made up in good style. In different places on the walls place conspicuously large posters with the program of the events, as follows:

1. *Tests.*—Groundwork, control, balance.
2. *Flights.*
3. *Stunts and Tricks.*—Spiral, loop the loop, reverse speed, low speed, spin, nose dives, hands up.
4. *Air Races.*
5. *Arrival of the Mail.*

To promote fun put up a few placards featuring certain well-known members in some of the events. For instance: "See Willis Beasley Loop the Loop" or "Francis Cregan's Control Is Wonderful." Call on volunteers to take the different stunts.

The first test, which is called groundwork, is a hopping stunt.

The contestants hop on one foot to a given goal, and the one who does it the most easily and gracefully and holds out best is declared victorious by the judges. Blue ribbon badges are pinned on the winners.

Next comes control, which turns out to be facial control under difficulty. No matter what funny things the onlookers may say or do, the contestants are to remain perfectly calm and unmoved as they stand in line.

"Balance" proves who can best poise an apple on the head and walk across the room. All the "balancers" start across the room at the same time, and the first successful ones are awarded the blue ribbons. Balancing peanuts on a knife blade and carrying them from one end of the room to the other is another way to execute the test.

When it is time for the flights every one is handed a paper aviation cap to put on. Then paper and pencils are passed to all, and they are invited to take flights of fancy. These, it will be explained, may be rhymes, romances, or the biggest lies that can be invented. A flight of oratory may also be offered. A committee of three appointed on the spot promises to report on the winners at the close of the evening, but we had the blue ribbons awarded as soon as the contest was over. Here was a place and time for some long "ghost" stories and the like.

The "air races" are of two sorts: the "hot-air" race and the balloon race. In the "hot-air" race the contestants are timed as to the number of words each one can say in three minutes with the eyes shut. For the balloon race several strings are stretched from one side of the room to the other, and the same number of toy balloons are supplied. The object is for the contestants to blow their respective balloons across the room, following as nearly as possible the courses of strings. The choice of different colored balloons makes for interest and consequent "rooting."

The arrival of the mail is heralded by the entrance of some one dressed in aviator's garments—warm helmet, goggles, gloves, and all—carrying a mail sack, which, if real, should be a new one. An imitation one will do. The aviator then proceeds to take out numerous packages which he hands to the guests as far as they go. There should be at least half as many packages as persons present. Each bundle is marked: "Owner unknown; find another to share this." The explanation is that each recipient of a parcel must immediately seek a partner and, upon finding one, open the parcel, finding enough sandwiches for two.

Meanwhile hot coffee or chocolate is being served by pretty waitresses, with Japanese fans stuck in their hair wingwise.

The evening may end with a "musical flight," or, in other words, a rousing "sing."—*Couey-Melton, Sedalia, Mo.*

AN AUTOMOBILE PARTY.

(Second Prize.)

We were to meet at the home of one of our members, and imagine our surprise at not finding a car in sight, but over the front door a large sign: "Garage—All Kinds of Repairing Done." The interior of the house was changed into a true-to-life garage, with old tires, inner tubes, oil cans, etc., scattered about, and signs of "Don't Smoke. If Your Life Isn't Worth Anything, Gasoline Is," "Gasoline, 28 Cents per Gallon," and other advertisements of auto accessories hanging about the rooms. Partners were found by matching the cut-up halves of automobile pictures, and then each couple was given a pencil and a copy of the following "Motor Romance" to complete:

"Alice and her beau one day
Went riding in his —— [Chevrolet].
Her beau was fat, his name was Frank,
And he was somewhat of a —— [crank].
It was too bad he wasn't smarter,
Because he couldn't work the —— [starter].
She showed him how, the little dear,
And also how to shift the —— [gear].
Away they went—but something broke;
'Twas just a measly little —— [spoke].
He fixed it with a piece of wire;
Then something popped—it was a —— [tire].
'Twas mended soon, but next, kerflop!
They struck a branch and smashed the —— [top].
'Dear me,' cried Alice, 'that's too much!'
Then something happened to the —— [clutch].
And next, poor Frank, unlucky dub,
Just grazed a rock and smashed a —— [hub].
They crossed a brook, but missed the ford,
And sank down to the —— [running board].
'O, Frank,' cried Alice with a squeal,
'I think we're going to lose a ——[wheel]!'

They climbed the hill, and when 'twas seen
The tank contained no ——[gasoline]
They coasted downward to the lake.
But Frankie couldn't work the —— [brake]
And struck a tree a moment later
That almost smashed the —— [radiator].
So both climbed out, and poor old Frank
Bought gasoline and filled the —— [tank]
And gathered up from road and field
The fragments of the broken —— [shield].
He fixed the engine tight and snug,
But had to use a new —— [spark plug].
Just then he slapped at a mosquito,
And dropped a wrench on the —— [magneto].
'Twas useless then to sweat and toil,
Nothing would run except the —— [oil].
They journeyed home with Frankie pushin',
While Alice sobbed upon a —— [cushion].
She'd not forgive, she vowed with scorn,
Till Angel Gabriel blew his —— [horn].
So poor Frank's hopes were doomed to blight,
And Alice married —— [Willys-Knight]."

The couple with the largest number of blanks filled correctly was presented with a glass automobile filled with small candies.

The next contest was an automobile puzzle. The crowd was divided into groups of six, and the group which first finished putting together the many pieces of a cut-up paper automobile was given a number of "extra tires," which proved to be a small peppermint "life-saver."

Sides were next chosen for a relay race, the two sides racing with two small automobiles attached to a long string. Each player had to run the autos around a miniature signpost reading: "Speed limit, sixty miles per hour. Go the limit." The winners of this rather hilarious race were rewarded with sticks of chewing gum labeled "Emergency Tire Mender."

The boys and girls were then sent to the "Supply Station," a corner of the room made into a supply station, and were served with "extra tires" (doughnuts) and "gas" (lemonade).

The last number on the program was an "Automobile Wedding." The blanks were to be filled with the name of some car, and the winner in this contest became the proud (?) possessor of a most ferocious-sounding horn:

"An interesting wedding took place last week. The bridegroom's name was *Mitchell*, and the bride's name was *Haines*. He proposed by the light of the *Moon*, and they were wed in the palace of a *King*. The ring was carried by a tiny *Paige*. The bride was gowned in shimmering *White*, and her crown of *Auburn* hair made her look decidedly *Regal*. The groom presented his best man with a seven-jewel *Waltham*, and the bride gave her maid of honor a silver-back *Brush*. They decided to travel *Overland* in their new machine, but they had several mishaps. The bridge over the first river had been washed out, so they had to *Ford*. Another time they were almost arrested for speeding, but managed to *Dodge* the officer. The weather was *Peerless*, and they toured the entire *Empire*, though they sometimes had to hire a *Pathfinder*. When they returned the *King* made the bridegroom *Premier* of his kingdom."—*Miss Edith Bayne, Macon, Ga.*

NEIGHBORHOOD BIRTHDAY PARTY.

(Third Prize.)

The invitation reads:

"I always have wished I'd been born in July,
And doubtless you feel just the same as do I;
So let's have a birthday party together,
Right in the midst of this picnicky weather.
For the date of your birthday we don't care a bit;
But if you are longing to make a great 'hit,'
Wear something that shows just the time and the season
That you were born in. Be sure 'there's a reason.'
We don't ask to know if 'twas night or 'twas mornin',
But merely the name of the month you were born in.
Bring a picture to show how you looked when a baby
For our great guessing contest. 'Twill win a prize maybe."

The last two lines refer to a contest in which all these baby pictures are entered, the prize going to the person who has best kept his or her "baby looks."

There will be a great deal of originality in the way in which the months are symbolized. Some one may represent January by wearing two huge calendars strapped over the shoulders after the fashion of the "sandwich men" who serve as walking advertisements on city streets, while another may sew old calen-

dars over her gown in fanciful designs. Still a third might typify the month by an armful of resolutions which she gives no one because she must "keep them."

One February girl may decorate her white gown with lace paper, roses, hearts, and cupids till she looks like a living valentine, while a string of paper hearts worn over her white dress may be quite as suggestive of the month for some one else.

March might wear a gray Canton flannel hood with ears to represent Pussy Willow, who preëminently belongs to March. Another might bring a toy drum and keep time with it while marching around the room.

April's child should wear a raincoat, carry an umbrella, and make rainbows on the walls by means of a prism.

A pretty idea for May would be to wear a May basket bonnet from which blossoms appear to be falling, though they are simply suspended on black threads.

June, with its brides, its sweet girl graduates and roses, offers endless possibilities.

July will robe its daughters in the Stars and Stripes.

August may be represented by means of yellow crêpe paper hat and collar made like sunflowers, worn with a white gown.

The September woman might become a child again, starting to school in her clean gingham apron, with her books under her arm.

Halloween pumpkins, ghosts, and witches could be used to symbolize October, while Puritan maids would come in for a share of the November honors.

December, with its icicles, its snow, its Santa Claus, and its holly, would suggest a score of ideas.

A contest would be as follows:

1. What is the most traveled age? (Mileage.)
2. What is the greenest age? (Foliage.)
3. What is the most cruel age? (Carnage.)
4. What is the most edible age? (Sausage.)
5. What is an age a man dreads? (Mortgage.)
6. What is a comfortable age? (Carriage.)
7. What is a thieving age? (Pillage.)
8. What is a condescending age? (Patronage.)
9. What is the bravest age? (Courage.)
10. What is the most barbaric age? (Savage.)
11. What is a disgusting age? (Garbage.)

12. What is the age to which many Englishmen aspire? (Peerage.)

Each guest might be requested to bring something of which she wishes to get rid. It should be wrapped up in a package and each package numbered. Corresponding numbers are drawn by the guests. The drawing and opening of these "birthday presents" would furnish no end of fun.—*Miss M. E. Dixon, Panama City, Fla.*

HALLOWEEN PARTY.

All of those invited to the party were asked to come masked or dressed in Halloween style, such as witches, ghosts, devils, etc. In addition, several were chosen to dress for their particular parts, as they were to be on the program.

The evening's entertainment centered about four particular features. One of these was the devil's cave. One corner of a side room was curtained off so that no outside light could get in. On one side of this space was an imitation fire, with red lights for flames, and this furnished the only illumination. About ten persons at a time were admitted, and the devil and his imps, suitably garbed, took charge. In solemn hushed tones the devil told about seeing a cat killed that afternoon. After reciting all the gruesome details he could think of, he said he had brought some parts of the said cat for their examination. All of this time the imps are uttering weird noises, catcalls, etc., or anything calculated to get the imagination stirred up. Thereupon the devil passes around an old rabbit's foot, a piece of fur, and, last of all, a piece of raw liver. It is necessary to keep this piece of liver moving, or some one will drop it. Believe me, it certainly produces a genuine Halloween atmosphere, especially among the girls present!

Another stunt is to hang a sheet over an open doorway, leaving a small opening about the height of the chest. Every one is invited to come and shake hands with "Napoleon." Some one is stationed behind the sheet with an undressed kid glove filled with meal or any other mushy substance. The glove should be dipped in ice-cold water, and when the victim puts his or her hand through the opening the cold glove is put in the palm. You have to watch to see that the glove is not snatched away during the shaking.

Then the conventional witch's caldron is used, with the witches

dancing about it, singing a ghost song without accompaniment.

One very amusing feature was three or four young men dressed as black cats, who circulated about among the guests, on all fours, meowing and occasionally getting together for a regular cat fight. They provoked a regular gale of laughter over their antics, getting in their good work whenever a lull threatened.

The decorations consisted of stacks of cornstalks, with imitation pumpkin heads inserted near the tops of the stalks, illuminated by red lamps. All around the walls were strings of black paper ghosts, goblins, cats, witches, etc. No bright lights are used, the ghostly effect being maintained throughout. The shocks of cornstalks provide places for the cats and witches to circulate about, appearing and disappearing unexpectedly from time to time. The refreshments consisted of apples, pumpkin pie, and coffee.

In order to make the different stunts effective, a great deal of work is necessary in getting the room decorated properly. Under bright lights and with no special setting, it would be almost impossible to create the proper atmosphere for enjoying the Halloween entertainment. The cats kept the crowd stirred up and moving about in the intervals between the other stunts.

After the refreshments were served, every one gathered around the witch's caldron, and they told ghost stories.

As stated above, too much emphasis cannot be laid on the decorations, as the setting gives the atmosphere to make the impressions effective.—*J. W. Thorne, Wichita Falls, Tex.*

CHRISTMAS PARTY.

Our Christmas party contained some features not ordinarily used and which might be of interest. A special effort was made to get all of the Leaguers out that evening. The choice of escorts for the young ladies was not left to the discretion of the young men, as some of the ladies might have been neglected. The Sunday before the party couples were paired off, and those who had not met each other beforehand were introduced to each other. This not only insured the maximum of attendance, but it also brought out more bashful swains who had never mustered up nerve enough before to make a date with a young lady, and also brought out some young ladies who might not other-

wise have had a chance. With a little diplomacy and considerable urging, nearly every one invited showed up.

Every one present was provided with a gift. Announcement was made that all should bring at least two presents, not to exceed fifteen cents each, one of which was to be given to each one's partner. Whistles were in abundance, as well as toys of an amusing nature.

First on the program came readings and vocal and instrumental numbers, featuring Henry van Dyke's "The Other Wise Man."

Long streamers of red and green crêpe paper were hung across the room. On one side was the Christmas tree, with its load of decorations and gifts. On the other side was an illuminated cross, wrapped in cotton and sprinkled with imitation snow, bringing in the thought of sacrifice along with the other impressions of the Christmastide.

Laughter and jokes, usually with a personal flavor, using our pastor or League president as the butt, featured the evening, and in the midst of it all came Santa Claus, distributing the presents, which had previously been tagged. Quite a number of our older friends were present, and not one was overlooked. After the presents had been distributed, every one was given a small stocking full of nuts and candy. For a while it sounded as if Bedlam had broken loose as all those who had received whistles or horns formed an impromptu parade about the room, using their noise-provoking instruments to the limit. Refreshments of hot chocolate and cake were served, and after a season of good fellowship and Christmas greetings the party broke up.

This party was a success for two principal reasons. First, pairing off the couples as we did insured the maximum of attendance; and, second, every one present was remembered with a present.—*J. W. Thorne.*

A MAD MARCH PARTY.

On the fifteenth of last March (1920) there was great excitement among the boys and girls in our town, those of them who were League members feeling quite superior and honored and the others feeling quite the opposite. Very unique invitations had been received by the fortunate young people, which read something like this:

"If you're feeling right bad,
We'll make you quite glad
On the date that is given below.
At a 'Mad March' party,
With fun, hale and hearty,
We'll meet as the March breezes blow.

"Epworth League Room, Friday night at eight o'clock."

The "breezy" effect was increased by the appearance of the invitations, for they were written on pink wrapping paper, tied with blue twine, and the words arranged in all sorts of wild shapes and places, giving it a regular Chinese puzzle effect.

As a consequence of this unique starter the guests arrived on Friday night with the thrill that foretells a jolly time, and they were not disappointed.

The first stunt was a Mad March by all the guests, which was really a Grand March Backward, with the folks running instead of walking. The "windy" and "mad" idea was carried through the whole evening in all the games and the serving of the refreshments. In one of the games four big balloons were tossed up between two long rows of seated guests, and they were to keep them high and knock them back and forth, but they could not rise or use their right hands. Other "rowdy" games were played, such as "London Bridge" and "Drop the Handkerchief," carrying the guests back to grammar school days, and the "gales" of laughter that ensued were as gay and refreshing as any breeze that ever blew from the cave of the winds.

When the fun was at its height the entertainment committee issued from the kitchen, walking *backward* and holding out *behind* them plates of delicious ice cream. Oatmeal cookies were served on *inverted* plates and the guests required to take them by turning backward and reaching out behind them.

On the whole this "stormy" little affair was a "howling" success.—*Catherine Waterfield, Brownsville, Tenn.*

A STREET FAIR.

"Big Street Fair Tuesday night at eight-thirty o'clock. Only masqueraders admitted. Come one, come all. Admission free. Under auspices of Vineville Epworth League."

The above notice was printed on large placards and placed,

several days before the date of the fair, in convenient places where Leaguers would be most apt to see them. In addition to this, numbers of circulars were sent to the members of the League urging them to come and bring their friends.

Although the placards stated that admission was free, a small charge was made at the door, that of registering with the left hand in a small book on numbered lines. Those fortunate enough to put their names on a blank line were exempt from having a prank played on them during the course of the evening. Just inside the door was a little boy selling confetti for a big grin, while the guests' left hands were tied up in paper bags and the proclamation issued that the person who shook hands with the greatest number, but whose bag was in the best condition at the close of the festival, would receive a prize, which turned out to be a huge bag of cotton candy.

The "street" was the basement of our church, which is rather large and has one side made up of small partitioned spaces which served well for open booths, and some were curtained for the side shows. The fat and lean women, the "wonderful little animal, tail where its head ought to be" (a tiny toy cat with its tail in a saucer of milk), the angler's luck (fishing for your future), Hawaiian music hut (girls and boys with guitars, mandolins, etc.), gypsy fortune tent, and the trip to Mars were all represented. The last-named feature proved to be one of the most amusing. The travelers were blindfolded and given a lunch which contained cooked worms (boiled macaroni), which they were compelled to eat. Along the route they were rocked and turned about in chairs, swung in swings, made to climb out of a window, walk through a narrow pass, climb a ladder, and come down a slide, arranged from a rather tall window, back into the building. The refreshment stands, at which pink lemonade, pop corn, apples, ginger cookies, and peanuts were served, proved very popular, while the auto races drew large crowds. Pictures of seven of the best-known cars were given to seven drivers, who chose from among the crowd those who should be boosters for the different cars. First, the gasoline tank had to be filled. Each driver was given a glass of water, and the one who succeeded in drinking his first won a point for his car. Next, the seven drivers with their boosters staged a relay race. Lastly came the blowout. Each driver was given a jar filled with feathers and told to blow them out when the signal was given, and the one succeeding in blowing all the feathers out first and

yelling the name of his car gained a point for his car. When the points were counted and the successful driver decided upon, he was awarded a toy automobile. *Be sure there is a Ford in the race, for in most cases the little Ford wins out.—Lila Virginia Lumpkin, 153 Pierce Avenue, Macon, Ga.*

A NOVEL CAN SOCIAL.

Almost every district has among its benevolences an orphanage to support. Here is a novel social plan by which a society may have an evening of fun and also render a service to the orphanage.

Advertise this as a "Can Social." Have the invitations pasted on cans of condensed milk and ask all guests to bring the cans with them when they come. They can then be sent with the other contributions. If this is too expensive, use folders having on the cover a drawing of a can. Let the invitations read: "Said a canny young Scot to his granny: 'A canner can can anything that he can, but a canner can't can a can, can he?' Come to our Can Social, church parlors, Tuesday evening. Admission, *one can of fruit.* All fruit will be sent to the orphanage."

At one end of the room have a large picture of a dog. Let the guests pin a paper can on a dog's tail.

For the next game place the guests in two long rows of chairs after they have chosen sides. Pass pencils and papers having written upon them the following contest. (Announce ahead that the winner on each side—the one having the largest number of correct answers—will be presented with a medal.) The questions are as follows:

Can You Guess These?

A city in China? (Canton.)
A political can? (Candidate.)
A bright can? (Candle.)
A singing can? (Canary.)
A can in Panama? (Canal.)
A heathen can? (Cannibal.)
A noisy can? (Cannon.)
A can which no Leaguer will be guilty of using? (Cannot.)
A shrewd can? (Canny.)
A floating can? (Canoe.)
A book agent's can? (Canvass.)
A poetic can? (Canto.)

A musical can? (Cantata.)

A frank can? (Candid.)

A sweet can? (Candy.)

After the answers have been corrected give to each of the winners a tin can and a can opener. At the signal let each begin to cut out for himself or herself a round tin medal, each side cheering on its own representative.

Next have charades, using words containing the syllable "can."

For refreshments serve the following: Canned peaches, candy, canned cow (cream), cakes.

During the refreshment hour let the guests give any new ideas which they may have "canned" during the summer vacation, ideas gleaned from conferences or visits to other Leagues, etc.

When the guests "can" not stay longer, escort them home in "tin Lizzies," requesting all who "can" to return the next day to help pack the fruit to send to the orphanage.—*Mrs. S. M. Laws, Pocasset, Okla.*

HOBO PARTY.

The following invitation was written with red pencil on brown paper with ragged edges: "Call at ——, back door, at eight o'clock for a 'hand-out.' There'll be other tramps and the way clear of 'cops' till ten-thirty. (Signed) Third Dept. Supt. E. League."

As the guests arrived they sat around a fire near the side gate in the alley. The occasion was the annual reunion of "tramps." The leader called for a report from last year's make-believe meeting. This report contained thrilling experiences of different "tramps" that had been sent in to the secretary during the year. Then all the "tramps" were given an opportunity to relate any remarkable, thrilling, or sad experience they had had.

New rules governing "hobos" were then adopted. A tried and trusted "hobo" was sent to see what could be found to eat in this house. A favorable report being made, all the "tramps" came, and each was given a paper bag containing a sandwich and told to go to Mrs. Brown's back door, quite a good walk in the opposite direction; there each was given a paper basket containing salad and a pickle and told to seek Mrs. Hick's back door, a long way off in the other part of town. There they were given coffee in tin cups and went to a near-by park or

vacant lot, where they spread and ate their lunches undisturbed by "cops" till just at ten-thirty, when they suddenly appeared on the scene, and the "tramps" were made to "move on."—*Miss M. E. Dixon.*

AN INDOOR CAMPING PARTY.

One Sunday night at the close of the devotional services it was announced that on the following Thursday the League would entertain all the young folks of the Church in the church parlors (Sunday school rooms). The girls were requested to wear skirts and middy blouses and the boys khaki if they owned any. Each person was requested to bring one ten-cent box of marshmallows.

When they arrived they found the floor of one room covered with clean dry leaves and all rooms trimmed with green boughs. The rooms were lighted with lanterns, the plain workaday kind, and candles stuck into potatoes hollowed on one side and flattened on the other.

When all had arrived it was announced that the first game was to be the old but jolly game of "Simon Says Wig-Wag." All were seated in a circle, and one person was chosen as leader. As soon as the interest in this began to lag it was announced that next there would be a hunt. The doors to the next room were now opened, and the region proved to be astonishingly rich in game, considering the nature of the surroundings. In the corner of the room stood an easel, which supported a wide pine board on which had been fastened small pictures of all sorts of birds and animals, from sparrow to elephant and anteater. The weapon was an air gun, the missile a small dart. Each guest was permitted to choose the beast at which he or she desired to shoot. We were informed that each animal represented a number of score marks printed on the back of the card. Naturally, therefore, the guests shot at the big game, such as the elephant, but when the cards were removed they found that the elephant counted only one, while the sparrow was good for twenty-five.

Before the games started the boys wrote their names on one piece of paper and the girls on another, and then all the boxes of marshmallows were collected.

After the hunting was over it was announced that next we should go fishing, but only the girls were to be allowed to fish.

Every one returned to the room covered with leaves, and there found a big washtub covered with a large piece of cardboard, in the center of which was a hole just big enough to pass the hand through. Each girl reached through the hole and got one box of marshmallows, on which a boy's name had been written. As soon as she found her partner in this way they were ushered into the yard back of the church, where they found a large bed of wood coals. Around this all gathered and with long pointed sticks toasted and ate marshmallows. A number of those present told short tales appropriate to the occasion as we toasted marshmallows.—*Elsie Denison, Waco, Tex.*

A COB SOCIAL.

(A social at which forty-five people were entertained at a cost of seventy-five cents.)

The invitations should be worded: "To meet Mr. and Mrs. Cobb Tuesday evening at eight o'clock. Please present at the door an apple or a corncob."

Have some one at the door to receive the cobs, but let each guest retain the apple. The first game is called "Swapping Apples." It is the old "Yes and No" game changed for the occasion. Each one tries to ask questions of all he meets; if the answer given is "Yes" or "No," the one who answers must forfeit an apple. The object of the game, of course, is to see who can obtain the most apples.

For the next contest choose sides. Let each side choose two candidates. Have suspended from the ceiling a stiff piece of cardboard, in the center of which is an oblong hole. Let a person stand on each side of the cardboard and steady it. Break cobs into three pieces each. Give each participant three pieces of cob. Let them toe the mark and in turn try to throw the cobs through the hole. Each person gets three shots, and each team gets three attempts. Have a scorekeeper keep track of the points.

If the crowd is small, play cob-and-apple croquet. Lay off on the floor, in regular croquet style, a court, using cobs laid flat on the floor for arches, apples for balls, and lath or any even sized sticks for mallets. Let each side enter one team and let them play regular croquet. For each arch have two cobs laid side by side, but far enough apart for an apple to be rolled

through. The apple must not displace a single cob. This is a difficult though dandy game.

Have prepared beforehand some cobs to which have been tackled flat cardboards or anything that will cause the cobs to stand upright. Arrange them like nine pins and play with the apples for balls. Have each side choose several boys. Give each boy a cob, an apple (if his has mysteriously disappeared in the meantime), some pins, one piece of crêpe paper, and one paper napkin. Have handy a pot of paste and a pair of scissors. Let each boy dress a doll, using the apple for the head, the cob for the body, and the paper, etc., for the clothes. To the one who finishes first and has the best doll present a cob doll made by the committee. For the booby prize wrap up in tissue paper an apple core and tie it with ribbons. This contest is especially funny.

For another game have the two sides seated in two long lines, if possible. Have the first one on one side start a story, at the same time peeling the apple. When the apple is peeled, the first one on the other side must start his apple and take up the story and go on with it. One side tries to prevent the couple in the story from marrying; the other side tries to get them married off. The rules are that the marriage must not come off without a three months' notice, and sudden death or sickness is prohibited. This is one of the most interesting and lively games I have ever played. The situations through which the poor couple must be taken are very funny. The couple meet only to be parted cruelly by some unsympathetic member of the other side who has been jealously watching your apple-peeling. The romance usually terminates in a happy marriage or else on the scaffold, according to which side has the last word.

For refreshments pass apples and fresh pop corn.

On leaving, each guest expressed his appreciation of the evening's entertainment to two members of the committee representing Mr. and Mrs. Cobb. This has proved to be a truly successful social. It was given at a total expense of seventy-five cents, and forty-five guests pronounced it the "best ever." It is essentially a Corn Belt social, but most towns of the South and central States are plentifully supplied with apple and cob bins, and this social was planned to demonstrate that one may have a good time anywhere with materials that are close at hand, though often simple and inexpensive. Try this and see if it does not "fill the bill."—*Mrs. S. M. Laws.*

A QUIET PROGRAM.

At this social we invited all our mothers, fathers, and friends to come out. First we had introductions. Next on the program all stood with bowed heads while the pastor gave a short prayer of thankfulness. Then the following verses were read, and as each was read it was at once responded to by the one to whom it had been given several days beforehand to prepare on.

1. Though puzzles do our minds distress,
We'd like several good ones now to guess.

(Use tact and get several good ones at this. Have about four. Not too many of any one thing so as to lose "pep.")

2. We'd like to hear you tell to-day
Some funny things that children say.

(I appointed two old maids for this. Use original sayings, if possible.)

3. Describe some woman in the town,
Her nose and hair, her dress and gown;
But do not give us her address,
Nor tell her name, and we will guess.

(This was given to a girl who carried it out in poetry. Some excited guessing took place.)

4. We'd like a story full of fun:
You're gifted; tell us one.

(Choose a person who can do things and keep interest. There is usually such a one in every society.)

5. Misery likes company, they say;
We'd like to hear you tell to-day.
Don't hesitate, but now begin,
Of the worst scrape you ever were in.

(A boy, or several, who has been to school or college is good for this.)

6. Your talent gives us much delight;
We wish that you would please recite.

(Some Junior is good for this.)

7. Your part in this program to help us along
Will give us much pleasure; please sing us a song.

(Some one who can sing.)

8. If music hath charms, we wish that to-day
You'd prove it, and something quite charming would play.

(Any sort of instrument. Boys, if possible.)

9. Tell some joke on yourself, your wife, or friend,
But we hope that you'll have it pleasantly end.

(Our pastor told one on his wife.)

10. Describe some trip you've taken afar,
To Mexico, Europe, or Zanzibar.

(Given to one who had taken a summer auto trip to Colorado.)

11. Give a tale of old time when settlers were few,
Of what they had then and what they did do.

(Given to oldest ones present.)

12. Describe some famous picture,
Whether dark or fair.
Please tell us all about it
And the artist rare.

(We used the spirit of '76.)

13. Without a bit of gossip sweet,
This program would not be complete.
Be sure that while the seasons roll
This crowd will never tell a soul.

(For this we had a paper written by some person full of jokes and so on of each and every person present. It was a real treat and caused lots of laughter.)

If this is carried out, it will occupy at least two hours' time. Then we served light refreshments of chocolate and cake. All stood and joined in singing "God be with you till we meet again" and were dismissed with our League benediction. This we found was a good way to entertain our parents. We must not forget them. Let us plan more socials for them also.—*Louise Schlipf, Katy, Tex.*

HARD-TIMES MEETIN'.

The Epwurth Leegers send ther greetin'
To acquaintances fur and ny,
And axes all to ther hard-times meetin',
Be the evening cold, wet, or dry.

At the schoolhouse is ther place to meet,
Where we'll all jine together in fun.

Every woman and man will miss a treat
That kalkerlates not to kum.

July the third is ther date,
Eight o'clock is ther time;
Two sense due for all that's late,
One hour behind, a dime.

Good kermittees are fixin' much
To make this gatherin' shine.
They'll have the grub, fur the Epwurth Leege
Never gits behind.

KONDISHUNS.

That awl our 'steemed and b'iled friends may feel kumfortible and quite ter hum, our president, Mr. Rummage Bargainhunter Clark, has 'pinted a kummittee consistin' uv Miss Noseitall Time-killer Batts and Miss Titewad Talkanddonothing Hester to write sum observances ter be kunsidered as follows:

1. All gents with stow bot shurts, slick dude kollers, klene faces, blacked shuz, will be fined 5 sense ter git in.

2. Ye wimmen gests will kum waring homemade gowns, gingum apruns, one korkskru kurl and chawing wax, else a fine uv 5 sense will be exposed.

3. A splendid kommittee uv feller feelin' will mate the timid yuths and mades at the dore, and konduck them grasefully ter ther plases.

YE WIMMENSES FINES.

Fase whitened 5 sense, furbelows and fixin's 2 sense, finger rings 2 sense, dimun rings 5 sense, ear bobs and belt pins 3 sense, starched dress 5 sense, baretts 1 sent, braselet 5 sense, wigs, rats, switches, false kurls, strickly 10 sense each, bokay korsaige 2 sense, lovilere 3 sense, deekolette costume 5 dollars, streme hobble 10 dollars.

YE GENTLEMENSES FINES.

No mustash 10 sense, segars in pocket 1 sent each, handsum gents 10 sense, dentist fixed teeth 1 sent, gold koller and kuff buttons 1 sent each, pressed briches 5 sense, kno felt hats 2 sense, kravat 5 sense, watches 5 sense, without breath drops 5 sense.

SUPERFINES.

Gents found talkin' ter ther wivs 10 sense. Blushin' gurls 1 sent. Bashful boys 1 sent. Married wimmen flurtin' 10 sense.

SPECIAL REQUEST.

All purfumery, crying babies, poughdle dorgs, and sour fases ter be left ter home.

KUMMITTEES.

Welkumin':
Mr. Rummage Bargainhunter Clark.
Miss Muchinlove Gadabout Ruffin.
Miss Holdmetite Ameriky Ayres.
Mr. Pokehisheadinatthedore Adams.

Fines:
Miss Noseitall Timekiller Batts.
Rev. Longnose Butinsky Henley.
Miss Titewad Talkanddonothing Hester.
Mr. Hairbreadth Harry Adams (J. E.).
Mrs. Rummage Bargainhunter Clark.

Musick:
Miss Katzenjammer Long.
Relentless Rudolf Long.
Clumsy Claud Featherston.
Miss Hopandgofetchit Henley.

Servin':
Mrs. Longnose Butinsky Henley.
Mrs. Misowy Jane Luvisey Heflin.
Miss Peruny Perline Adams.
Mr. Yens Yenson Traughber.

Refreshments fernished frum "The Gold Dust Twinzes" ise cream parlurs, Mane Strete. Vituls free.—*Mrs. J. Sanford Adams, Cedar Hill, Tenn.*

A TRIP TO THE SOUTH POLE.

The above is the name we gave to a little social we had which proved to be very helpful as well as entertaining. Announcement was made at the Sunday school services, and the young folks were requested to bring their wraps. No further description was given as to the kind of social we were to have.

We met at the church in the evening at 7:30, and at 7:45 we were notified over the telephone to go to a certain place five or six blocks from the church. We all went to the given address, and at that place the leader of the group received orders where to go next, and this continued from place to place until we had gone possibly a mile and a half, where the group was

stopped at the home of one of the members, where seats were arranged for all.

The group was notified that this was only the halfway house and that we stopped here for a short business meeting and rest. This proved to be very opportune, as we had quite a large number present, more than if we had only announced a business meeting.

After the meeting the group departed, with orders to go several blocks, and in the final wind-up found themselves in the back yard of the place we had just left, where we had the business meeting. We found a nice big fire, seats all around, with boards on the ground to protect the feet, electric lights in the yard provided by use of extension cords, a dining table with wieners, buns, pickles, and marshmallows. Sticks had been cut and sharpened to do the roasting, and there by the warm fire we roasted the wieners and marshmallows and told ghost stories.

The place above referred to was in the city, and the fact was established that you can have a wiener roast and a nice time with it, without having to go to the country to do so.

The company left about ten o'clock, saying it was one of the best socials they had ever attended.—*Couey-Melton, Sedalia, Mo*

GRAPHOPHONE SOCIAL.

The above is the title of a very unique and original social given by our Epworth League.

We had a large victrola box and took off one side and one end. We stood the box up on one end in the League room in a place which could be hid by a curtain. We placed a primary chair in this box on the floor, and the records consisted of human beings. We had an improvised crank to wind the machine after each "record," and when we changed the records we pulled the curtain to allow the "records" to get out and another to get in place.

The entertainment consisted of singing, stories, and recitations. One of the numbers was "Levinsky at the Wedding," recited by one of the young men; another, "Cohen at the Phone," by a lady, etc.

The entertainment lasted about an hour, after which refreshments were served.

Of course the above entertainment could just as well have been given without the improvised talking machine, but it was

something different and made quite a hit.—*Couey-Melton, Sedalia, Mo.*

AN EXCURSION TRIP.

A social to be held in the church. Send to League members and friends invitations such as the following, written on note paper, two tiny corks attached: "Place these corks in your ears and listen to no other invitation for Friday evening, December ——, 19—. Excursion trip. Tickets free."

The Excursion.

To each person give a typewritten copy of the following ticket, with the names of the towns omitted:

"The Funville, Frolictown, and Featherbrain Railroad Central Station [name of your town], U. S. A. Excursion ticket issued to ——. Good for one trip only.

Rules and Regulations.

"This ticket is not transferable, reversible, or salable. It must be signed by the person to whom it is assigned. The assignee must not assign to any other assignee. Doctors are not provided, but if you have the grip it will be checked by the baggage master. If you cannot break these nuts, call on the brakeman.

"1. The first station at which our train stops is that for which our forefathers fought (Independence).

"2. A military defense and a Paris dressmaker (Fort Worth).

"3. A city whose aim and end is to go (Chicago).

"4. Begins with an exclamation, appeals to maternity, and ends with a laugh (Omaha).

"5. One of the apostles (St. Paul).

"6. A woman's Monday occupation and two thousand pounds (Washington).

"7. What a young man called when his sweetheart was drowning (Savannah).

"8. An afflicted stream (Cripple Creek).

"9. A small geological formation (Little Rock).

"10. What old maids desire to find (Manitou).

"11. The father of Democracy and a large town (Jefferson City).

"12. An extinct king of the prairie (Buffalo).

"13. A girl's name, a laugh, and a tumble (Minnehaha Falls)."

The names of the cities are to be written in the blank spaces. Leader then reads the correct list. Winner receives as an ap-

propriate prize a nut cracker. A colored eggshell marked "Something easy to crack" could be given as a booby prize.

Immediately following the excursion trip announce the names of two members of the party who have reached their destination. They are to pass singly before the crowd, with suit case in hand. Suddenly the lady stops to inspect her suit case. Purposely, suit cases have been exchanged. She opens the case and pulls forth, for all to see, a pair of trousers, collar, tie, large shoe, etc. Then after passing off the stage the man inspects his case, and, much to the enjoyment of lookers-on, he finds a lady's handsome skirt, powder, mirror, etc. Both seem very much perturbed as they pass out. This will make a most enjoyable evening of fun.—*Catherine Stricklin, St. Elmo, Tenn.*

AUCTION.

Prepare a great many boxes of varying shapes and sizes, as match boxes, cracker boxes, soap boxes, etc. In each place a toothpick, or potato, sample of patent medicine, rubber doll, soap baby, all-day sucker—anything to create fun. Wrap in tissue paper, tie with baby ribbon, making each box look attractive. Charge an admission fee of ten cents. Give each person a bag of beans, one hundred in each, after he has paid the ten cents. After the company has assembled, the auctioneer, who must be quick and witty, auctions the boxes to the ones bidding the highest number of beans. No one is allowed to bid more beans than he has in his sack.—*Catherine Stricklin.*

MIMEOGRAPH SOCIAL.

A social especially for Leaguers. Give each member present a mimeograph copy of list of members. A reception committee, wearing rosettes of League colors, make it their duty to introduce members. As soon as two members meet, each scratches the other's name off. The one who meets the largest number receives a prize. This is interesting and aids in breaking the ice.—*Catherine Stricklin.*

RAILROAD TRIP OVER GEORGIA.

When the Leaguers came they had to go to the ticket office, and there they were given a ticket to some place in Georgia. There were two to each place, one for the man and one for the

lady. Then they went into the waiting room. When almost all had come we let them into the train, which was made of two long rows of chairs, two together, and an aisle in the middle. We had a bell cord and conductor. When he pulled the cord and called the station the boys moved up one seat and so changed partners. The porter was very much in evidence with his whisk broom, etc. The flagman was not forgotten. But best of all was the news butcher, with peanuts, pop corn, chewing gum, and candy. In the rear of the car we were supposed at a signal to go to the diner, where the real refreshments were served, but this was before war-time saving came in. I suppose now we would stop with the news butcher. We had signs up such as "Watch Out for the Tunnel" (when we went through the lights were turned off), "No Dogs Allowed," "Have a Ticket," "No Riding on Your Face," "Don't Flirt with the Conductor. He's Married."—*Annie R. Watson, Macon, Ga.*

CHAPTER XV.

GAMES ARRANGED FROM A TO Z.

ADVICE GRATIS.

Each player is provided with a slip of paper on which he is to write a bit of advice, original or otherwise, humorous or serious. Papers are folded, put in a hat, and shaken up. Each person takes one. Before unfolding it to read to the crowd, the players must say whether the advice is good or bad, uncalled for or timely, unnecessary, etc. As they have not seen it, amusing situations may result, as you can well imagine. For instance, Miss Jones says that hers is "exactly the thing." She then opens and reads: "Don't propose to every man you meet."

AN APPLE RACE.

Contestants line up at starting point, each with an apple balanced on his head. At the signal they start for the goal, no use of the hands being allowed to keep the apple in place. If the apple falls from the head, contestant must pick it up, go back to the starting point, and start over. The winner is the person who first carries the apple the whole distance without its falling off his head. It is well in this contest for the contestant to remember and heed the old proverb that "haste makes waste."

AMERICA.

Have entire company sing "America," dropping every fourth word, thus:

"My country, 'tis —— thee,
Sweet land —— liberty."

Players who make mistakes drop out. A large company could be divided into groups and have the groups contest to see which can "put it across" in the best style.

ANIMATE ALPHABET SPELL.

Two complete sets of cardboard letters about nine inches high, one in blue and one in white, will be necessary. The com-

pany is divided into two groups and line up facing one another, there being one person for each letter in each group. The leader calls a word to be spelled, and the players having the letters included arrange themselves in front of their lines. The side first spelling the word gets one point. When a double letter occurs, the player with that letter must move it pendulum-like back and forth to indicate the fact. If the letter occurs twice, the person must appear where it comes first, then rush to the next place and stand. It is possible, of course, to increase the number taking part by giving out additional letters, just so each side has the same number of each particular letter. In this case, when a letter occurs twice in a word, both persons holding that letter must appear in proper place.

ANCIENT MARINER.

All of the players except one stand in a line. The one who is the ancient mariner totters up to one of the players in the funniest manner possible, saying:

> "Here comes an ancient mariner from Botany Bay.
> Pray, what have you got to give him to-day?"

all the time going through all kinds of antics to make the player laugh. The player must then say what she will give him, but in doing so must not laugh nor use the words "yes," "no," "black," "white," "scarlet." The mariner's object is to try to coax one of these words out of the player or make her laugh, and he may ask any question he likes in order to do so. Forfeits may be taken if he succeeds.

"BUZZ."

The players sit in a circle, and the one designated begins to count, his next neighbor says the next number, and so on around the circle until "seven" is reached, when, instead of giving that number, the player says "Buzz." The next player says "Eight," and so on until "fourteen" is reached, when again "buzz" must be given instead of the number. Thus for every number having a seven or a multiple of seven the word "buzz" must be substituted. The players who fail to do this must drop out or pay a forfeit, whichever has been decided.

BELL CATCH.

All players but one are blindfolded. This one must carry a bell which he rings, the blindfolded players endeavoring to catch him. When caught he changes places with the one who captures him. In a large crowd two or more bell ringers may be used.

BEAN QUIZ.

When company begins to arrive give each person ten beans, with instructions as to how to proceed. Whenever you trip some one into answering some question by saying "Yes" or "No," that person surrenders to you one bean. If you are caught, you forfeit one bean to the one catching you. This contest may run through the whole evening's entertainment, and at the close the winner would be the person holding the largest number of beans.

BLACK AND WHITE TAG.

One player is leader, the rest being divided into two sides, the Blacks and the Whites. All Whites indicate the fact by tying a handkerchief on the left arm. The rest are Blacks. Players stand around the floor promiscuously, Blacks and Whites mixed. The leader has a disk, white on one side, black on the other. Standing on a chair, he twirls this on a short string, stopping it with one side only visible to the players, who are directly in front of him. If the black side shows, all Whites must drop immediately to the floor as in Stoop Tag, the Blacks being privileged to tag all players in erect position. If the white side shows, the Whites are taggers and the Blacks must stoop. Players drop out as they are tagged. The side tagging all of its opponents wins. The leader should keep the game moving briskly by twirling the tag rapidly.

BAA, BAA, BLACK SHEEP.

Take one victim at a time into the room. Blindfold him, instruct him to say, "Baa, baa, black sheep," just as you do. Tell him it wasn't just right, to say it again and open his mouth more. The third time he says it he is to open his mouth wide, and then a little salt is to be thrown into his mouth.

BUMPETY-BUMP-BUMP.

Here's a good get-acquainted game. It will also serve to keep players alert. All stand in a circle. One in center points to some one in the circle and says: "Right! Bumpety-bump-bump." The person to whom he points must shout the name of the person to his right before the center player finishes speaking, or take his place.

BIRD, FISH, OR ANIMAL.

Players seat themselves in a circle. One player stands in the center, and, suddenly pointing to some player, shouts, "Bird, fish, or animal," then the name of one of these classes, and immediately begins counting to ten. The player to whom he points must name some bird, fish, or animal, according to the class designated by the caller, before he can count ten. Thus the caller shouts, "Bird, fish, or animal. Bird!" The player to whom he points must name some bird before he counts to ten. Should he fail, he must take the caller's place. Repetition of anything previously named is not allowable.

BURYING UNCLE NED.

Have girls line up on one side and boys on the other, facing one another and some six feet apart. The boy at one end begins the game by saying to his neighbor: "Did you know Uncle Ned was dead?" "No; how did he die?" "By closing his eye." He closes one eye, keeping it closed while the performance goes on down the line, across to the girls' line, and to the end of it. Then he begins again by asking the same question: "Did you know Uncle Ned was dead?" "No; how did he die?" "By closing his eye, with his face awry." The third time it goes around he says: "By closing his eye, with his face awry, and foot up high." The fourth time he adds: "And waving good-by." Each time the additional grimace, posture, or motion is assumed and kept to the end. When the fourth round is completed the leader shouts, "He's buried!" and all assume a normal attitude.

"BUZZ" BASEBALL.

Just as in the regular game, there are nine on either side. The side at the bat sits in a straight line over on the side. The

other side take the field, arranging themselves in proper position, catcher, pitcher, etc. The distance between the bases need be only a few feet. One of the players on the "bench" takes his place at the "plate," and the opposing pitcher calls out a number—for instance, "two"—which becomes the buzz number. The batter calls "One," the end man on his side calls "Buzz," the next "Three," then "Buzz," and so on down the line. Then it is taken up by the players in the field, providing no mistake has been made. The catcher calls "Buzz," the pitcher "Eleven," etc. It's the old game of Buzz, as you can see. If the side at the bat makes a mistake, the batter is out, and another man steps up to the "plate," and so on until three men are out, when the team in the field takes its turn at the bat, the other team taking the field. If the team in the field fails to "buzz" in the proper place, the batter takes one base for each mistake made by it. The next batter then steps up. The runner may score only when forced around by succeeding batters becoming base runners. Of course, if a batter has made a three-base hit and the man following him gets a one-base hit, the player on third may score. If no mistake is made by either side, and the "buzz" goes all the way round, the batter is out.

Players must count rapidly so as not to make the game drag. The umpire may allow a batter a base if there is unnecessary delay on the part of the team in the field. On the other hand, he may call the batter out for unnecessary slowness on the part of the team at the bat. The umpire should keep the game moving rapidly.

BARNYARD.

Have every one seated and let the leader announce that you will play "Barnyard." To do this everybody must imitate some barnyard animal or fowl, as directed by the leader. He then goes to each one and whispers "Be quiet," excepting one, whom he tells to bray like a donkey or crow like a rooster. The signal is then given for all to act the parts assigned them, and the donkey will bray, perhaps, much to his own confusion and to every one else's delight. A very good-natured person must be selected. Under no circumstances select any one whose feelings will likely be hurt. We have a distinct recollection to this day of one young lady who was deeply wounded by being fooled in this performance. If you haven't some one who would enjoy

it with the rest of the crowd, don't use it at all. None of our fun should leave any one unhappy.

BLIND SWAT.

Select two boys as contestants. Each is blindfolded and handed a roll of newspaper to use as a swatter. They lie face down on the floor, take hold of left hands, and take turns in attempting to swat one another. They may squirm around in any position desired to fool the opponent, but must not unclasp left hands during the "swatting bee." The one making the most "hits" out of a certain number of trials wins.

BOTTLE AND HANDKERCHIEF SWIPE.

The company is divided into two equal sides. They line up on opposite sides of the room, facing one another. A long-necked bottle is placed upright on the floor midway between the two lines of players, and on it is placed a handkerchief. At the given signal the two opposing players at the left end of each line rush toward the bottle. The first one to the bottle snatches the handkerchief and rushes back to his place, with the opposing player in pursuit. Should he be tagged before reaching his line, he is captured and must take a place on the opposing side. Should he reach home safely, the pursuing player becomes captive and joins the side of the player pursued. Should the player snatching the handkerchief upset the bottle, he is considered as captured. If the players reach the bottle about the same time, they may "fiddle" around, sparring for a good chance to snatch the handkerchief and make a get-away, keeping an eye open for the moment when the opponent is off guard, feinting at snatching the handkerchief several times before finally taking it, etc. This would make a good out-of-doors game for picnic and summer assembly occasions.

BLIND MAN'S BARNYARD.

The person who is "It" is blindfolded and given a stick. The players form a circle about him. The blind man goes about the circle and with his wand points to some one. This person must take the end of the wand in his hand and do as the blind man directs. The object of the blind man is to recognize by the voice who is at the other end of the wand. He says, "Grunt, pig,

grunt," or "Crow, cock, crow," or "Bray, donkey, bray," etc. If the blind man recognizes the voice and names the possessor of that voice, that person takes the blind man's place.

BASEBALL GAME.

A disk of some sort is used. A flat stone would do. Mark off a diamond twenty-four inches square, as shown in the cut, blocked off into sixteen small squares. Divide the crowd into

two sides. Each side selects a captain and team to represent it in the contest. Those not on the team form a rooters' club. The diamond may be marked off on the floor, ground, or sand. The batter stands ten feet away from the apex of the diamond to toss the disk, which must be clearly within the lines of one of the small squares to count. If it touches a line or is outside the diamond, the umpire declares it a "foul ball" and the player throws again. Three fouls put a player out. Besides the umpire, a scorer must also be appointed. Each team retains its

turn at the bat until three "outs" have been made. Five-inning games may be played.

1. Sacrifice hit. Batter out. Runners on base advance one base. (Runners on bases may be indicated by pieces of paper.) If no runners happen to be on base, the batter bunts and is thrown out at first.

2. Hit by pitcher. Go to first.

3. Stolen base. All runners advance one base. If none are on base, the batter is out.

4. Base hit. Batter to first. All runners advance one base.

5. Two-base hit. All runners advance accordingly.

6. Double play. Batter is out. Last base runner to get on is out.

7. Batter out on strikes.

8. Base on balls. Go to first.

9. Pop-up to third. Batter out.

10. Texas leaguer to right. Batter takes first. Runners advance.

11. Safe at first on error.

12. Batter out at first.

13. Three-base hit to deep left.

14. Batter flies out to center.

15. Batter singles, but is caught between first and second. Batter out, and all runners advance one base.

16. Home run. Batter knocks ball over center-field fence.

CANE CATCH.

This is a variation of "Spin the Plate." Just as in that game, you number the players. Players sit in a circle. One player in the center stands with index finger on a cane or umbrella, which stands perpendicular to the floor. Suddenly he lifts his finger and calls a number. The person whose number is called must catch the cane before it falls to the floor or pay a forfeit. He then takes charge of the cane and calls some other number, and so on.

CUSHION SCRAMBLE.

The company is divided into two sides. They face each other, join hands, and skip around a sofa pillow, which is in the center of the circle. Finally one side endeavors to pull the other side

forward so as to make one of their adversaries touch the cushion. The merry scrimmage continues until some one touches the pillow. This person must then drop out, and the game proceeds until one side is eliminated. Contestants avoid the cushion by hopping, drawing back, side-stepping, etc.

COUNTING OFF COUPLETS.

A jolly good time can be had by having the company count off, each person repeating an original couplet as he gives his number. Thus:

"I am number one,
I'm having lots of fun."

"I am number two,
A Leaguer through and through."

And so on it goes. It's easy, and some really clever lines will be given in almost any crowd.

CONFIDENCES.

A good time can always be assured by the old game of "Confidences." Supply each one with paper and pencil. Have them write at your direction:

1. Each gentleman, a lady's name; each lady, the name of a gentleman.
2. The name of a place.
3. A date in the past.
4. "Yes" or "No."
5. Again each gentleman writes a lady's name and each lady a gentleman's name.
6. "Yes" or "No."
7. The name of a virtue.
8. Of a fault.
9. "Yes" or "No."
10. Each gentleman, a gentleman's name; each lady, a lady's name.
11. A number.
12. A life motto.

When this is done each player in turn reads aloud what he or she has written, in answer to the following questions as read by the leader:

1. From whom (to whom) did you receive (or make) your first proposal?
2. Where did it happen?
3. When?
4. Did you love him (her)?
5. Whom will you marry?
6. Will you love each other?
7. What is your most conspicuous virtue?
8. What is his (or her) greatest fault?
9. Will you be happy?
10. Will you have a rival? If so, who will he (or she) be?
11. How many children will you have?
12. By what principle will you guide your life?

Vary these questions at your pleasure.

CHARADES.

Divide into sides and let each side represent in pantomime and dialogue the words to be guessed, telling the guessing side how many syllables are in the word represented. For instance, it is announced that the word is one of three syllables. Two of the players appear before the guessers, meet and cordially greet one another as "Doc." Some one will probably guess "Paradox" (Pair-o'-docs). A point may be awarded when a side fails to guess and has to give up. The following words are a few that may be used: Moonshine, parapet, ragamuffin, Concord, strawberries, Panama, woman (woe-man), ingratiate (in-gray-she-ate), cootie (coo like a dove—T, form letter), antarctic (aunt-ark-tick), buccaneer (buck-can-ear), handkerchief (hand-cur-chief), pilgrimage (pill-grim-age), sausage (saw-sage), aëroplane (air-o-plane), missionary (miss-shun-airy), anti-climax (aunty-climb-axe), billboard, hand-out (only a hand sticking out from under cover), penitent (pen-eye-tent), madcap, infancy (inn-fan-sea).

CONSEQUENCES.

Three appointed persons pass around the company whispering in each ear. The first gives the name of some object; the second tells them what to do with it; the third whispers the consequences of such action. Of course neither of the three knows what the others have said. After the round is completed each

player reports after this fashion: "I was told to take a baseball bat and call on Miss Jones. The consequences would be that I would never regret it."

CHINESE HOP.

Each "Chinaman" takes his position a yard or so from a row of sticks placed within easy hopping distance apart. Each row has ten sticks. At the signal to "go" each contestant begins hopping on one foot down the row of sticks, being disqualified for touching any of them with his foot. When the last stick has been hopped, the player picks it up and hops over the remaining sticks back to the starting point. Dropping the stick, he immediately starts back, and so on, each time picking up one stick and bringing it back. Only the hopping foot must touch the floor or ground in this process. The player getting all sticks home first wins.

A relay may be run in this fashion by having ten contestants to a team and requiring the players to "touch off" a teammate before he can begin.

DROP THE HANDKERCHIEF.

Here's a different way to play "Drop the Handkerchief." Play it to music. When the music is fast, the walkers move fast; when slow, they move slowly. When it stops, they stop. Failure sends them to the center of the ring.

DID YOU EVER SEE A LASSIE?

Players form a circle, clasping hands. They circle around singing the first two lines of "Did You Ever See a Lassie?" While they are doing this one player stands in the center and indicates some motion which he wants them to imitate. During the last two lines of the verse the players stop, drop hands, and imitate the motion chosen, in time to the singing. It may be washing clothes, sweeping, hitting out with the fists, kicking, etc. The song is sung to the tune of "Lieber Augustine."

"Did you ever see a lassie, a lassie, a lassie,
Did you ever see a lassie do this way and that?
Do this way, and that way, and this way, and that way;
Did you ever see a lassie do this way and that?"

DUMB CRAMBO.

The players are divided into two sides, one of which leaves the room; the other decides upon a word to be guessed. Those outside now come in and are told a word that rhymes with the one to be guessed. They then retire for consultation and on their reappearance proceed to represent in pantomime what they suppose the word to be. This they continue to do until they guess the right word or decide to "give up." When they guess the right word the company applauds.

For example: They are informed that the word rhymes with "dead." After a short time for preparation one of their number returns, sits at the piano, and strikes up the wedding march. The rest of the group form a bridal party and march in slowly. They are informed it is not "wed." Again they retire and after a moment return eating, finally finishing and appearing well content. They are informed it is not "fed." Again they come back, marching in step, and are told it is not "tread." Once more they come out, cowering before one of their number who stands in threatening attitude, but it is not "dread." Finally they appear and go through the motions of kneading dough. The crowd applauds, for it is "bread." Another group now retires, a new word is selected, and the game continues. Two sides may contest. Some suggestive words are given: Gin, din, grin, sin, pin, tin; smile, file, pile, rile, dial, mile; fight, right, might, night, tight, bite, kite; sick, lick, kick, pick, nick, tick; rain, pain, cane, crane, strain.

DESCRIPTIVE INITIALS.

Each person writes his or her initials on a slip of paper. These are distributed to the crowd. Each one now must write descriptive adjectives beginning with those initials. These are read, each person standing as his initials are called. H. R. S., for instance, may suggest "handsome, rustic, shy."

DEER-HUNTING.

The fun and excitement of this game comes in the watching. The "hunter" and the "deer" are blindfolded and are placed at opposite ends of a big table. At a given signal they begin to move around the table as noiselessly as possible (it will be a good plan to have them wear tennis shoes). The object of the

hunter is to catch the deer and of the deer to avoid being caught, if possible; but neither one is allowed to run out into the room. Absolute silence should be kept by both the audience and the players. Of course if the players make no noise it adds to the fun of the game, for it is then difficult for one player to know where the other one is, and therefore he will not know which way to move. When the "deer" is caught, she may become "hunter," choosing another "deer" from the crowd. Or a new couple may be chosen to be "hunter" and "deer."

FIRE BUCKET BRIGADE.

Line up the players in two straight lines, an equal number in each line and facing one another. At the head and foot of each team's line is a chair. In the chairs at the head of the lines are placed a number of articles of sundry nature—tin waiters, teaspoons, balls, bean bags, pans, and any other articles at hand. Each chair must have the same number and character of articles. At the signal the captain picks up one article, passes it on, picks up another, passes it on, and so on, until all the articles are taken up. Each person must receive the articles, one at a time, and pass them on. The player at the foot of the line places them in the chair as he receives them, until all the articles have come down. He then starts them all back, one at a time, until the captain receives them and places them in the chair at his end of the line. The idea is to see which team can pass the articles down and back first. All players stand during the game.—*Beryl W. Hundley.*

FLYING DUTCHMAN.

Players form in a big ring. A boy and girl stand outside the ring and start the game by running around the circle, holding hands as they run. Directly one of them touches a couple in the ring and continues running around the circle as speedily as possible. The couple touched must immediately run around the circle in the opposite direction, also holding hands as they run. If the couple that were "It" beat them back to their position, they become "It" in turn and proceed around the circle to touch another couple. When the running couples meet as they fly around the circle in opposite directions it may take some tall maneuvering to avoid a collision. This game is full of fun and is especially adapted to the out-of-doors.

FORK-AND-PEANUT RACE.

This game requires twenty-four peanuts and two forks for equipment. Place the peanuts in two groups of twelve each. Give one of the forks to a lady, the other to a gentleman. They must pick up the peanuts with the fork and carry them across the room, one peanut at a time. Record the winner each time to determine whether the ladies or gentlemen are in the winning majority.—*Mrs. E. O. Cole, Canton, N. C.*

FIND AND BE SEATED.

Hide something about the room. Let the crowd search for it. Each one, as he finds the hidden article, quietly ceases searching and takes a seat, saying nothing to tip off the others still hunting. No one must sit down until he has found the article.

GIVEN WORDS.

Each player whispers to his right-hand neighbor a single word. It may be whatever he pleases; and the more difficult for introduction into a sentence, the better. When every one has a word, one player begins by asking a question of his left-hand neighbor, who in reply must introduce the word given him, endeavoring to cover it up to avoid its detection by his questioner. If the latter discovers the word, a forfeit must be paid. The element of contest may be introduced by allowing every other person to be a member of one side or the other. Thus a red slip of paper would be given to one, a white slip to the next, and so on all the way round. Whenever the word is detected, the player surrenders his slip to the leader. At the close the leader counts the red and white slips, and the side having surrendered the least number wins.

GEOGRAPHICAL CONTEST.

Have players sit in a circle. Some one begins by naming a city—for instance, Atlanta. The next person must immediately name a city or State commencing with the last letter. It may be Anderson or Arizona or Albany, for instance. If it is Anderson, the next place must start with the letter N, and so on.

As players fail to respond they drop out. No name of a town or a State may be used twice. The idea is to see who can stay in the game longest. If a name is challenged, the player giving it must give its location.—*Louise Schlipf, Katy, Tex.*

HAPPY HUNTSMAN.

Arrange the chairs so that one faces one way and the next one the other. Have just enough for the crowd to be seated. Have some one go around and tell each person seated the name of something a hunter would carry with him on a hunting trip. The hunter, who is standing, now goes around the chairs calling out things he wants to carry with him on his hunt. When a dozen or so are following the huntsman around the chairs, the leader shouts "Bang!" and everybody scrambles for a seat, the hunter among them. The person left standing becomes hunter, and the game continues.—*Maggie M. Flowers, Brookhaven, Miss.*

HOW DO YOU LIKE YOUR NEIGHBORS?

Players sit about the room in a circle. One player in the center points to some one and asks: "How do you like your neighbors?" "I would like some others better," may come the answer. "Name them," comes the command, and the player names two other persons in the room. These players must now change places with the players on either side of the player questioned, the player who is "It" trying to get a seat. The player left out is "It," and the game continues. If the player to whom the question is put answers "Fine" or some such sentiment, there must be a general scramble in which all the players change seats. In this mix-up the player who is "It" may succeed in getting a seat.

"IT."

This is an old game that has worn itself out in some communities. There is a great deal of fun in it, however, for any crowd that has never used it much. One or more persons not familiar with the game are invited to go out of the room. The rest decide that "It" is to be always the person to the right. One at a time the persons sent out come back and try by ques-

tioning the persons in the room to find out who or what "It" is. One question only may be asked at a time and may be answered only by "Yes" or "No." The answers they get will be very confusing as well as amusing to the rest of the crowd. For instance, this may be a sample of the progress made:

"Is it a boy?" "No."
"Is it a girl? " "No."
"Does it talk?" "Yes."

"I AM GOING ON A VACATION."

This game can be used only in a crowd where the leader knows everybody's last name. He goes to each one in turn and says: "I am going on a vacation. I should like for you to go also. What will you take?" Only those can go who answer correctly. To go you must always take something that begins with the initial letter of your last name. When the player so answers, the leader says: "You can go." Thus, if a player's name begins with "P," he can say, "Peanuts," entitling him to go. The game continues until the players guess the trick.

INITIAL CONFIDENCES.

Give to each person a paper with three questions written on it: What is your present occupation? What is your ideal in life? What are your plans for the future? Tell them to answer these questions with words beginning with their initials. For example, if a person's initials are M. M. F., to the first question he might answer, "Minding my farm"; to the second, "Making money fast"; to the third, "Marrying merry female." Of course the more ridiculous the answers the more amusing it is. When all the answers are written, let some one read them aloud and have the crowd guess whose answer each one is.—*Maggie M. Flowers.*

JACOB AND RACHEL.

The players form a circle, with a boy and a girl inside. The boy is blindfolded and calls, "Rachel, where art thou?" to which she must reply, "Here I am, Jacob," whereupon he strives to catch her. He calls constantly, and each time she must answer immediately. She must not leave the circle. When Rachel is caught, both she and Jacob take places in the circle, and a new

Rachel and a new Jacob take their places within the circle. Where the crowd is large two or more couples may be in the ring at the same time.

JAPANESE TAG.

The player tagged must put his left hand on the spot touched, whether knee, ankle, shoulder, etc., and in this position chase the others until he catches some one.

JERUSALEM WING GRAB.

Line up the young men one behind the other. Have each one stand with one arm akimbo, alternating right and left all down the line. Thus the first would stand with right arm akimbo, the second with the left, the third right, and so on. Have the girls march around this line of boys to music, with one more girl in marching line than you have boys. When the music stops each girl grabs for a "wing." The one left out drops out, and one of the young men at the end drops out of line. The game continues, each time dropping a girl and a boy. At the last two girls contest for one "wing." No breaking through is allowed. This is a variation of the old game of "Going to Jerusalem."

JOLLY MILLER—NO. 1.

Players choose partners and form two concentric circles, the girls on the outside, the boys on the inside. Couples link arms and march around the circle as they sing. One player in the center is the "miller." When the crowd is large there may be several millers. To the tune "Turkey in the Straw" the players sing the following song as they march around:

"O, there was a jolly miller who lived by the mill,
The mill turned round of its own free will,
One hand in the hopper and the other in the sack,
The girls two forward and the boys two back."

The players cease marching after singing the line, "One hand in the hopper and the other in the sack," and step backward or forward as directed by the miller, who in the confusion that may result endeavors to get a partner. If he does so the one whose partner he gets becomes miller in his stead, and the

game proceeds. He may endeavor to confuse by changing the steps forward or backward, such as "Girls one forward and men three back," etc. The miller must shout in loud voice the steps to be taken.

JOLLY MILLER—NO. 2.

One crowd of young people play it this way: Boys form the outer circle, girls the inner. They march around singing, making a change in the last line thus: "The ladies step forward, and the gents fall back." At this the boys reverse their order of marching and go in the opposite direction, while the girls continue marching as before. While doing this they sing:

"We're sailing East,
We're sailing West,
We're sailing over the ocean;
And any boy who wants a girl
Had better be taking a notion."

As they sing this last line each boy endeavors to get a girl for his partner, and the boy or girl left out stands in the center, as the game continues. The next time they take a "notion" this person may have better luck.—*Martha Stewart, Ardmore, Okla.*

JUMBLED-WORD CHARADES.

Here is a good mixer and at the same time an interesting game. Write out words and cut them up into single letters, giving the same number to each letter of a given word. Thus every letter of the word "battle" is numbered 1. The players scramble about, finding the others in their group, the groups get together, discover what the word is, and then act it out for the others to guess.

JUMBLED STORY.

Get a funny story from some paper or magazine. Cut it up in sentences. Mix the slips in a hat and let the young people draw one slip each as far as they will go. The leader has retained the opening sentence of the story and now reads it. Some one who thinks his or her sentence is next reads it, and so on. Of course there will be ridiculous combinations, but that's where the fun comes in.—*Lucy Bell Poston, Mooresville, N. C.*

KITCHEN SHOWER.

A writing game suitable for a kitchen shower. The answers are things used in the kitchen or used to furnish a house.

1. What a good workman has; to rent. Skill let—skillet.
2. A vegetable and a conceited dude. Potato masher.
3. A number of mountains. Range.
4. A member of a baseball team. Pitcher.
5. The appearance of being ill. Pale—pail.
6. A dressing for meats, fish, or pudding; to criticize severely. Saucepan.
7. What an affectionate couple like to do. Spoon.
8. A hack driver; used to catch fish. Cabby net—cabinet.
9. Worn on the head; a frame for hay. Hatrack.
10. A letter of the alphabet and what you are in. B room—broom.
11. A harbor; a sign of grief. Port tears—portières.
12. A vegetable; a girl's name. Pea Anna—piano.
13. An Oriental country. China.
14. A common dog; two thousand pounds. Cur ton—curtain.
15. What the early Irish immigrant did for a living; not mine. Picked yours—pictures.
16. A public conveyance; the best loved. Car pet—carpet.
17. Section in a hospital; a priest's gown. Ward robe—wardrobe.
18. A lady's garment; the possessive of she. Dress her—dresser.

LAST COUPLE UP.

One player is chosen to be "It." The rest stand in couples in a long line behind him. The chaser should not be less than ten feet in front of the first couple. The catcher calls: "Last couple up." The last pair in the line must then run toward the front on either side of the double line and try to join hands in front of the chaser. The chaser may not start until they are in line with him and may not turn his head to see where they are coming. The couples may vary their method of approach, running in close to the lines, or circling far out on either side, or one of them keeping in close and the other detouring. If the chaser catches one of them before they can clasp hands, this one becomes "It" in turn, and the chaser takes his or her partner and stands at the head of the line, which moves backward

one place to make room for the new couple. If the couple are not caught, they are free.

MAZE TAG, OR COLONNADE.

Have a runner and a chaser. Arrange the crowd in columns, with ample space between each two players. If there are one hundred and two players, ten columns of ten players each will be needed. A leader is also needed. Columns join hands across, making aisles through which the chase proceeds. When the leader blows a whistle and calls "Right face!" the columns unclasp hands, turn as directed, and again join hands across. Thus the aisles are completely changed, and the runner is perhaps saved. "Left face!" brings another change in aisles. The commands should come repeatedly. It is against the rules to break ranks or tag the runner across the clasped hands. The chase continues until the runner is tagged or until a specified time has elapsed. Two more couples then serve as runner and chaser.

NUMBER ANSWER.

Give each person three or four numbers. Place duplicate numbers in a hat. Some one designated begins by asking the question, "Who is more foolish than I?" The leader of the game then draws a number out of the hat and calls it out. The person holding that number answers "I am" and proceeds to ask another question; for instance, "Who has bigger feet than I?" or "Who is more conceited than I?" etc. This should continue until all the numbers are drawn.

NEST TAG.

One person is the "fox," or chaser. Another is one of the "rabbits." The rest of the players form in groups of four, three of them joining hands and forming a "nest," the fourth being the rabbit and standing in the center. The fox chases the rabbit, who may save himself by taking refuge in one of the nests. Immediately he enters, however, the rabbit occupying that nest must vacate, dodging out on the other side, to be chased by the fox. Each time a rabbit enters a nest he exchanges places with some player helping to form the nest, so that each person gets a chance to be a rabbit. Should the fox catch the rabbit, he exchanges places with him, becoming the rabbit and the rabbit becoming the fox and chaser. "Pep" is injected into this game by frequent dodging into the nests.

ONE-EYED THREADING-THE-NEEDLE CONTEST.

Get girls into one room and boys into another. The boys are called in two at a time and are told they are to engage in a contest in threading a needle with one eye shut. Previous to their entrance two of the girls have gotten some soot on the palm of the right hand. The boys are requested to sit in two chairs; one young lady provides them with needle and thread, and the two designated ones hold the smutted palms over the closed eye to make sure the contestant doesn't cheat. You can imagine the effect. Each boy will wonder, when the contest is finished, if he looks like the other fellow. We heard of one young fellow who, after the girl had covered his right eye, complained that he could see better out of that eye and preferred that the left be covered. Of course he was accommodated.

PASS IT.

Divide the crowd into two sides. Have them sit in two lines, facing one another. A basket or other receptacle, containing quite a number of articles, such as a brush, ball, pencil, book, bell, hat, empty bottle, etc., is at the end of each line, an empty basket at the other end. At a given signal the first person on each side picks up the articles, one at a time, and passes them down the line. No person may hold more than one article at a time. When passed to the last person in line, he drops them into the empty basket until all the articles have been so placed. He then starts them back down the line one at a time. The side first getting all the articles back in the original basket wins. If desired, you may test the power of observation and memory of the guests by asking each one to write down from memory a list of the articles passed, after they have been removed from view.

PARTNER TAG.

All players but two link arms. One of these two becomes chaser, the other runner. The runner can save himself by linking arms with either member of any couple. The other member of the couple becomes runner when this happens. The couples, of course, endeavor to elude the runner.

PARTNER QUIZ.

Have couples sit or stand in double line, the partners directly opposite one another. An odd player is Chief Quizzer and marches up and down asking questions. The person asked must not answer, but allow his or her partner to make the reply. If the person questioned should answer, he exchanges places with the Chief Quizzer. If the partner should be caught napping and fail to answer immediately, then he becomes the Chief Quizzer. The Quizzer should put his questions rapidly and unexpectedly so as to confuse the players.

"POOR LITTLE PUSSY CAT."

Players sit about the room. One player is Poor Pussy and must kneel before some person on a pillow and meow. This player must pat him on the head and gravely say: "Poor little pussy cat." If the player is able to do this, after each of three mournful "meows," without smiling or laughing, Poor Pussy must move on to try his luck with some one else. When he makes some one smile or laugh, that person exchanges places with him and becomes Poor Pussy in turn.

PICTORIAL GEOGRAPHY.

This game can be used in a school party, but it may be used at any time. Have a series of cards on which are pasted pictures cut out of newspapers or magazines and representing some geographical location. Thus Arkansas could be represented by the letter R, a can, and a saw; Tennessee, by the number 10, the letter S, the letter C. Others that could be easily represented are: Little Rock, Iowa, Ohio, Sacramento, Wheeling, Red Sea, Waterbury, Montana, Washington, Potomac, etc.

POST CARD PUZZLES.

Cut up post cards in about eight irregular pieces each. Place them in envelopes and have each couple work out its puzzle, with a prize for the couple first to succeed. Or cut in four irregular pieces. Give these out promiscuously, one to each person. Have the company scramble about to find the rest of their quartet. This would make a good mixing game for the beginning of an evening's fun.

POST OFFICE.

One player is blindfolded and stands in the center of the room as postman. Another is postmaster and has a list of cities, the names of which have been given to the players, one to each of them. The postmaster calls out the names of two cities, saying, "I have a letter from Nashville to Louisville," for instance. Immediately the players having the names of those two cities must rise and change seats, the blind postman trying to catch one of them or sit in one of the seats vacated. The player who is caught or whose chair is taken becomes postman. Players may crawl, run, walk, dodge, or dive to get by the postman, but are not allowed to step outside the circle of chairs. If the postman has much difficulty in catching some one, the postmaster may call out the names of four cities at one time, thus making it almost certain he will catch some one. Keep the game moving rapidly. The announcement that the "General Delivery" window is open causes a mad scramble, all the players having to change chairs. This game may be varied by giving the players names of different kinds of fruit or flowers. Then "Fruit basket upset" or "Garden grab" causes the general mix-up, when all must change chairs, the "peddler," or "gardener," endeavoring to catch some one or get a seat in the scramble.

PROVERBS.

Seat the players in a circle and send one out of the room to stay until he is called back. While he is out of the room the opening stanza of some familiar song is chosen, or a famous quotation is selected, and each person is given a word in that quotation, and when the person has been called back into the room he has to ask each player some question, which he must answer, giving that word in his sentence. For instance, "Drink to me only with thine eyes," and the person had the word "me," and you would ask him his name. He could say, "Me name is," etc., but anything goes to hide the word he is supposed to use. After every one has been asked a question, and the person has received an answer, he is to put these words together as best he can and give what he thinks is the proper quotation. Sometimes the right one can be discovered almost from the first, and then again not at all. The harder the selections, the better.—*Ruth Hudson.*

PLAYING FOOL FOR THE CROWD.

Pick out from one to twelve persons, according to the size of the crowd. Have them go out of the room. These are to act as musicians. Select four or five judges. The judges are instructed to name every instrument but the ones the musicians are trying to imitate. Call in two or three of the musicians at a time and instruct them to play upon some imaginary musical instrument. Place them before the judges, who will be supposed to try to guess the name of the instrument each one plays. The judges, of course, guess the wrong instruments and appear puzzled. Now ask the crowd what they are playing, and they will respond in chorus, "Fools for the crowd."—*Miss M. E. Dixon.*

RHYMING CONTEST.

Divide the crowd into two sides. They may remain seated. Have some one begin now with a simple line that will be easy to rhyme. Any one in the room may add anything, just so it makes a full line and rhymes. A contestant to get the attention of the leader must shout, "Ready!" The leader designates which has precedence in case more than one should shout. This person gives his line and is given a slip of paper on which to write it. The side with the largest number of slips at the close wins. No person who has already given a line may give another until everybody else has had an opportunity. After this contest, which may last a stated time, gather up all the slips, toss them in a hat, and have them read as they are drawn from the hat.

RING.

The crowd forms a circle and passes along from one to the other a ring on a string that goes completely around the circle. The person in the center tries to catch some one with the ring and may grasp the hand of any player he suspects and call for a "show-down." The players may pass the ring either direction and should endeavor in every way to fool the player in the center. Any person caught with the ring must exchange places with the player in the center. Players should move their hands constantly along the string so that when the ring is passed from hand to hand the person who is "It" will not see where it is.

SHADOW PORTRAITS.

One of the company is appointed artist. Each person in turn is seated near the wall, with the shadow of his face falling in profile upon a sheet of white paper, which is held or pinned on the wall. The only light in the room must be that from a single powerful lamp, that the shadow may be clear and distinct. The artist traces with a pencil the outline of the face and head upon the white surface, and hands the result to an assistant, who carefully cuts it out, writing the name of the person represented on the back. These silhouettes are numbered and placed on a dark background (curtain or screen), one at a time. The crowd is provided with paper and pencil and guesses the names of the originals.

SHIP AFLOAT.

Players are seated about on the floor or grass in a circle. One player, as captain of the ship, moves about inside the circle, holding a pillow. This he throws at some player, saying: "Ship afloat! What are you going to take?" The player indicated by the pillow answers immediately, perhaps, "Sauerkraut." "All right, you can go," says the captain, and the player is privileged to leave the circle and take a chair or a position somewhere outside the circle. The next player indicated by the pillow probably says, "Hard-tack." "Sorry, but you can't go," says the captain, and the person must remain seated in the circle. The secret is this: The article named must begin with the initial letter of the player's last name. Thus the player answering "Sauerkraut" was named Smith. Of course he could go. The player answering "Hard-tack" was named Jones, and therefore he must stay in the circle. Some players will catch on almost immediately; others will be completely mystified and will try everything but the right one. There's where the fun comes in.

This game may be played without the captain, one player who knows the game starting it by tossing the pillow to another in the circle, saying: "Ship afloat!" The player to whom it is thrown then says: "What will you take?" On receiving the answer, this person tosses to some one else, and so on.

SHOEMAKER.

The company, with the exception of one person, is seated on the floor in a circle as close together as possible. This one

person stands in the center with a slipper in his hand and, giving the slipper to any individual in the circle, says:

"Shoemaker, shoemaker, mend my shoe;
Get it done by half past two."

He then turns his back to the side of the circle on which the "shoemaker" sits and covers his eyes with his hands for a moment. All the players have their hands back of them. The one to whom the slipper was handed at once puts it back of her and passes it on, so that when the owner of the slipper turns and demands the return of his property it cannot be found. The owner then starts to hunt for the slipper, the object of each player in the circle being to keep the one in the center from seeing it, from getting hold of it, or from knowing where it is as it travels here and there back of the players in the circle. If the one who is "It" becomes too mystified, the slipper may be tossed across the ring now and then just to give him a clue. The player who is "caught with the goods on him" changes places with the one in the center, and the slipper is again taken to the "shoemaker."

SLANG.

Have the players write all the slang words and phrases of which they can think in five or ten minutes. Then surprise the crowd by giving first prize to the one who has the least and the booby prize to the one who has the most.

SLIDE, KELLY, SLIDE.

Here is a very noisy game. Be sure you have good stout chairs before attempting to play it. Have the crowd sit in a circle in chairs. One chair is empty. One person stands in the center to be "It." He gives the signal to move, either to the left or right direction. All players must slide in the direction indicated into the next chair. The player who is "It" has the right to reverse the order of direction at any moment, his object being to get a seat. If he succeeds, the person next to him on his left, if the order was "Right," is "It." If the crowd is going to the left, the person caught is the one to his right.—*Beryl W. Hundley.*

(Another way to play this game is not to require the person

who is "It" to call out anything. He merely dashes for the empty seat while those sitting endeavor to prevent his getting a seat by sliding around to fill it.)

SNAKE AND HUMMING BIRD.

The boys form a chain by linking arms. This is the snake. Girls are the humming birds and dart about alone. The snake tries to encircle and capture the girls. When a girl is captured she takes her place over at one side.

SPOONING MATCH.

Several couples are selected. They are not tipped off just what to expect. When the couples get to the platform seat them at a table and furnish each with a pair of spoons, each pair being tied together with a string not more than six inches long. Each couple is now given a dish of ice cream, or some other soft edible, and at a given signal begin the race, all endeavoring to eat their allowance in the shortest time with the tied spoons.

STAGECOACH.

Name each one some part of an old stagecoach, including horses, driver, harness, whip, wheels, seat, etc. Have some one tell a story, making up something thrilling about a trip taken in the old coach. As he mentions each particular part of the coach or its equipment, the person representing that part must get up and turn around three times. Whenever the story-teller mentions the word "stagecoach," all players must change places. It may be played so that the story-teller scrambles for a seat in this mix-up. In that case the one left out becomes story-teller.

STATE ABBREVIATIONS.

1. What is the most religious State? Mass.
2. The most egotistical? Me.
3. Not a State for the untidy? Wash.
4. The father of States? Pa.
5. The most maidenly? Miss.
6. The most useful in haying time? Mo.

7. Best in the time of flood? Ark.
8. The decimal State? Tenn.
9. State of exclamation? O.
10. The doctor's State? Md.
11. No such word as fail? Kan.
12. Most unhealthy State? Ill.
13. The Mohammedan State? Ala.
14. The mining State? Ore.
15. The "gold brick" State? Conn.

SWAT THE FLY.

The players form in a circle, with one player inside. A jardinière or other suitable receptacle is on the floor in the center. The "swatter" has a roll of paper and goes around the circle, finally swatting some one with the roll of paper. He must then immediately run to the jardinière, with the "swattee" in pursuit, drop the "fly swatter" in the jardinière, and try to return to the "swattee's" position before being swatted himself. The person swatted, you see, snatches up the abandoned "fly swatter" and attempts to swat the former "swatter." The game continues, the person being swatted becoming "swatter" in turn. This game can be used out of doors and is jolly fun for a lively crowd.

TELEGRAMS.

Choose some word, then allow ten minutes for every one to write a telegram each word of which begins with one letter of the word in the order in which the letters come in the word.

THREE DEEP.

This is an old and well-known game. Players stand in two concentric circles, so that one player will be directly behind another all the way round. Two players not in the circles are chaser and runner, respectively. The runner may save himself from being tagged by stopping in front of any couple. The outside player of this couple immediately becomes runner, since the circle at his point has become three deep, and may, in turn, save himself by standing in front of any other couple. The new couple drops back into proper position in the circle. Should a player be tagged, he immediately exchanges places with the chaser, and the chaser becomes runner.

THROW THE HAT—NO. 1.

Divide the company into two sides Midway between the opposing lines, which may stand at the opposite sides of the room, or, if in the open air, some thirty yards apart, stands the leader with a hat. He calls both sides to line up on either side of him, with several yards between the opposing lines. It is now decided that, when he tosses up the hat, if the top is up when the hat settles, one side has to run to escape capture; if the bottom is up, the other must seek to avoid capture. Safety is reached only when a side has crossed its own goal line. All players captured become members of the side making the capture.

THROW THE HAT—NO. 2.

The players are divided as in No. 1 and stand facing one another on either side of the leader with the hat. This time, if the hat falls top up, one side must laugh; if bottom up, the other side must laugh. Players failing to laugh immediately the hat indicates they should laugh must go to the other side. Players laughing when they are not supposed to do so also must go to the opponents' ranks. The players themselves keep their eyes open for the failures and mistakes of their opponents.

THROWING THE HANDKERCHIEF.

The company is seated around the room in a circle. Some one in the center throws an unfolded handkerchief to one of the seated players. Whoever receives it must immediately toss it to some one else, while the person in the center tries to catch the handkerchief in its flight from one player to another. Should he catch it as it touches some one, that person must take his place in the center. If he catches it in the air, the one who threw it becomes "It." The handkerchief must not be knotted or twisted, but must be thrown loosely.

TRUTH.

Players pile up hands one on top of the other, left hands first time round and then all right. A number is determined. All players begin to take their hands off the pile now, counting as they do it. The person who draws out his hand on the number selected has to answer truthfully any question put to him.

WHAT YOUR WIFE'S NAME SHOULD BE.

Announce this contest as one in which everybody present should be vitally interested. Tell them that different trades and professions will be called, and you desire a suitable name for each man's wife. To make it clear you might give an example. Make a selection from the following for your contest:

Are you

1. A civil engineer? Bridget.
2. A chemist? Ann Eliza.
3. A gambler? Betty.
4. A humorist? Sally.
5. A clergyman? Marie.
6. A shoemaker? Peggy.
7. A sexton? Belle.
8. A porter? Carrie.
9. A dancing master? Grace.
10. A milliner? Hattie.
11. A gardener? Flora.
12. A judge? Justine.
18. A pugilist? Mamie.
14. A pianist? Octavia.
15. A life-saver? Car-o-line.
16. An upholsterer? Sophie.
17. An astronomer? Stella.
18. A doctor? Patience.
19. A bass singer? Aurora.
20. A fisherman? Nettie.
21. A gas man? Meta.
22. A marksman? Amy.
23. A lawyer? Sue.
24. A jeweler? Ruby.
25. An auto dealer? Lizzie.
26. An outlaw? Roberta.
27. A Pullman conductor? Bertha.
28. An ice man? Bernice.
29. A real estate man? Lottie.

WITH WHOM YOU WERE, WHERE YOU WERE, AND WHAT YOU WERE DOING.

In playing this game you select three persons, who go around to those sitting in the circle, one whispering to each person with whom they were, a second telling them where they were,

and the third telling them what they were doing. As one does not know what the other is telling, some rare combinations will result. The players must tell in turn what they have been told in this manner: "I was with a policeman on the roof, playing ring around the rosy." In one group we understand a very staid old maid got this combination: "I was with the Y. M. C. A. Secretary, sitting on the radiator, smoking cigarettes."—*Ruth Hudson.*

WINK.

Girls sit about the room in a circle or square, a boy behind each occupied chair. One chair is vacant, a boy also standing behind it. This boy endeavors to steal a girl partner by winking at one of the girls. The girl at whom he winks must immediately endeavor to leave her chair and run to the "winker's" chair. Her partner must endeavor to hold her in the chair, but cannot step from behind his chair to do it. The young man losing his partner becomes "winker" in turn, and the game proceeds.

CHAPTER XVI.

ASSEMBLY STUNTS.

The Usual League Meeting.
A Mock Trial.
The Klash and Klatter Band.
High-Class Vaudeville.
A Successful Operation.
Singing a Song Backward—No. 1.
Human Organ.
Take-Offs.
Minstrel.
Under the Spreading Chestnut Tree.
Upside-Down Sing.
Giant Suffragette.
Attending the Movies.
The Dwarf.
The Contortionist.
Bride and Groom.
Victrola Stunt—No. 1.
Victrola Stunt—No. 2.
John Brown's Baby.
John Brown's Body.
Singing a Song Backward—No. 2.
A Womanless Wedding.
A Freak Exhibit.
The Croakers.
Miss Popularity.
Animated Music Sheet.
Sunflower Minstrel.
Midget Ladies.
Calliope.
Farmer Brown's Family.
A Live Social with Four Good Stunts:
  A March Around.
  League of Nations Telegram.
  A Lemon Race.
  Spin the Bottle.

THE USUAL LEAGUE MEETING.

The leader comes in late, hurriedly passes out Scripture references and clippings, fumbles through the songbook for a song to sing, and shows every evidence of lack of preparation. The singing drags, and everything is done in slipshod fashion.

A MOCK TRIAL.

Try some well-known Leaguer for being a slacker in League work. Have all witnesses for both the prosecution and defense well primed so that the trial may not lack "pep." The attorneys should be young men or young women of ready tongue.

THE KLASH AND KLATTER BAND.

The members of this band are supplied with tin pans, combs, tin bucket, etc. One player presides at the piano, and the leader directs with a rolling-pin. The pianist plays some popular air, and the band keeps as good time as possible at the direction of the band leader, who stands with back to the audience and does all sorts of Creatore stunts. On the back of the leader hangs a placard bearing the name of the organization. Some wonderful music is the result of their efforts. If you don't believe it, try it.

HIGH-CLASS VAUDEVILLE.

This is all purely burlesque and will afford lots of fun. First there must be a "Jazz Orchestra," with a leader who makes wonderful gyrations as he directs it. The players use combs and paper or, better, the little "Zobo" instruments that may be purchased at a ten-cent store. The program begins with a number by the orchestra, such as "Beautiful Ohio," for instance. The piano is used, of course. During the performance, excepting when Madame Human-Schank sings, the orchestra always plays appropriate music. The players in this orchestra should get together for at least one rehearsal of all the music they expect to use.

The features in the program follow:

Samsonia, the Strong Girl, or Slamsome II (if a boy is used).—This person should wear a sweater or jersey and, by the use

of rags stuffed in the arms and shoulders, exhibit tremendous muscular development. The first stunt is to lift a large dumb-bell with one hand and finally by great effort hold it high above the head. This dumb-bell happens to be a broomstick with a large ball of rags covered with black at either end. A five-hundred-pound weight is then lifted, and following this comes the grand climax (slow music by the orchestra) as a thousand-pound weight is lifted after several attempts. The performer lets go of this weight and proceeds to bow to the audience in appreciation of the applause. But, marvelous to behold, the weight remains suspended in mid-air for a moment, and then moves upward, seemingly of its own volition. The weights have been made out of black cardboard or out of pasteboard painted black and are made to look as realistic as possible. The heaviest weight has been tied to a long piece of black thread, which is drawn over a chandelier or anything else convenient. Some one in the rear has hold of the end of this thread and at the proper time draws it up, pulling the weight with it.

Juggo.—Four or five songbooks have been tacked to a stick so that one seems to stand on the other endways. Holding the book side to the audience, Juggo does a seemingly clever juggling stunt and concludes by swinging the entire arrangement down, showing the crowd the other side. A cigar box is tacked at one corner to a long stick. Juggo pretends to do a difficult juggling stunt in keeping the box balanced. A pencil is then balanced on the nose by use of a piece of chewing gum.

Tashimura Tiroga.—A girl dressed in Japanese costume is needed for this. She performs on an imaginary tight rope, balancing herself, walking, running, dropping carefully to one knee, jumping and turning about while in the air. Use is made of the usual Japanese parasol. A chalk line may be drawn on the floor to represent the tight rope. This performer should practice her stunt so as to do it as cleverly as possible.

Madame Human-Schank.—A young man dressed up in female costume sings "Perfect Day," "I Hear You Calling Me," or some other song in falsetto.

Anna Eva Fay is a mind reader who may answer questions supposed to have been asked by persons present.

Herman the Great may pull off some fake sleight-of-hand tricks.

Mechanico.—At one conference we attended one of the girls was remarkably clever at impersonating a mechanical doll. She

wasn't very heavy, so one of the larger girls carried her in and dropped her on a chair. She kept the position in which she happened to land until the keeper straightened her out. The keeper then stood her up and arranged her in various positions, some of them being take-offs on persons present. She said "Mamma" and "Dada" when the keeper touched the button, and never batted an eye when a lighted match was held very close to her forehead.

The performance closes with another number by the orchestra. Placards are printed and used to announce the different numbers on the program.

A SUCCESSFUL OPERATION.

A nurse, an office boy, a doctor, and a patient represent the cast. The nurse is lamenting the fact that she has no opportunity to use her new-found knowledge (she has just been graduated). A knock on the door, the office boy opens it, and a man stumbles inside and faints on the floor. The nurse becomes terribly excited, rushes to see what the book says, then applies the knowledge thus learned to the patient, calling frantically to the office boy to hurry after the doctor. The book has advised that "in case of fainting the patient's head should be raised," so the nurse has raised the head and put a book under it to hold it up. The doctor comes in with a large suit case, which he opens, allowing saw, butcher knife, etc., to fall out on the floor. After examination of the patient, feeling of pulse, etc., he decides an operation is necessary. With the help of the nurse and the office boy, he lifts the patient up on a table, a sheet is thrown over him, and the doctor proceeds to sharpen the butcher knife. Laying this aside, he picks up the saw, pretends to examine it, and then begins to saw away, the patient groaning all the while. Directly the doctor tosses to the floor a shoe into which has been stuffed a club covered with a sock. He has amputated the patient's leg, but still the patient groans; so after puzzling a moment he grabs the butcher knife and pretends to operate at the back of the neck. The nurse pulls out a long white string, with the remark that, now that the patient's spinal cord has been removed, he certainly ought to feel better. Still the patient groans. The doctor now tries again, operating on the patient's side. Directly the nurse holds up a tin can, saying: "O, it's a can, sir [cancer]!" The patient gets up and walks off briskly, remarking: "Now I feel fine."

SINGING A SONG BACKWARD—NO. 1.

Announce that your group will do the most difficult stunt of singing "Yankee Doodle" backward. After the pianist strikes the chord, the entire group turns with backs to the audience and sings.

HUMAN ORGAN.

Eight persons stand in line facing the audience. It will help the effect if four are dressed in black and four in white, the black and white alternating. One person stands back of this line and plays the organ, touching first one and then the other on the head. The person touched stoops and then assumes original erect position, at the same time uttering the necessary sound. The organist may play "Yankee Doodle" or "Ain't Got No Style" or anything familiar to the crowd, the "keys" struck giving the desired tones. In the same manner the chimes may be played. A variation of this stunt is to have the hands of the persons representing the organ stuck through holes in a sheet, the organist playing on these hands.

TAKE-OFFS.

It always furnishes lots of fun to pull off "take-offs" on some of the prominent folks at your assembly. A borrowed coat and hat and a little make-up, with some cleverly imitated mannerisms, will very often strike off some notable to perfection.

MINSTREL.

A minstrel is always entertaining, especially when the jokes are connected up with the names of persons present and well known. It is also one of the easiest stunts to arrange.

UNDER THE SPREADING CHESTNUT TREE.

One person represents the tree, holding thickly leaved boughs in front of him. Two others come in and seat themselves beneath the boughs on either side. They then proceed to crack "chestnuts," telling old jokes, perhaps giving them a personal flavor. For instance, one will say to the other: "Say, do you know the difference between the man who has seen Niagara

Falls and the man who hasn't?" "Why, no. What is it?" "Well, one of them has seen the mist, and the other has missed the scene." The "tree" shakes as if in convulsive laughter at each joke. After each one of the jokes the listener may make some remark about its being ancient. Perhaps he says: "That one was told here back in 1885. You know that was the first year Miss —— [naming some prominent worker in the assembly] attended the assembly."

UPSIDE-DOWN SING.

A sheet is stretched across the platform. The singers gather behind it, just showing their heads above the top of the sheet, and render some selection. They then drop down, and in a moment the singers appear to be standing on their heads singing. Just above the sheet all along appears a row of inverted shoes all wiggling about. The singers have simply dropped down behind the screen, put a pair of shoes on the hands, and lifted them up, singing all the while. The effect is very ludicrous. An inverted quartet may be worked in the same fashion.

GIANT SUFFRAGETTE.

With the curtain drawn across the platform, a giant suffragette is created. One of the girls stands on a chair, and one or two sheets are made to cover the chair and the body of the girl, giving the effect of a gigantic woman. She is introduced as "Madame Tankburst" and proceeds to make an earnest speech, simply repeating over and over the alphabet, placing the emphasis now on one letter and now on another, with violent gestures to emphasize the earnestness of her appeal.

ATTENDING THE MOVIES.

A group sit on the platform and appear to be intent on looking at a "movie." A late arrival causes the usual craning of necks to see and some frowning and fussing, because he blocks the view and perhaps steps on some one's foot. The "movie" fans smile, laugh, applaud, look intent, expectant, chagrined, disturbed, revengeful, and finally burst into applause and smile as the hero and heroine evidently come out victorious.

THE DWARF.

Two persons play the dwarf, a third acting as "spieler." The spieler may explain that the dwarf was captured in the wilds of Patagonia and enlarge on his accomplishments. The dwarf may sing in quavering voice, dance, say a little speech, crack a joke with the spieler, etc. To arrange the dwarf place a table in a doorway between two rooms or place it on the platform and use an improvised screen to hide the preparations for the exhibit. Cover the table with a cloth or curtain that reaches to the floor. One person stands behind the table and places his hands on it. Over his arms draw a pair of boy's trousers and put a pair of shoes on his hands. This gives you the legs and feet of the dwarf. The second person stands behind the first and passes his arms around his shoulders. A large coat is put over his arms and buttoned down the front of the first person. A cape is thrown around his neck, hiding the head of the person behind. The dwarf may be dressed as a Turk, if desired. The hands of the second person tip the dwarf's hat or salute for him, as he bows to his audience, and make gestures when he talks or sings. The dwarf finishes his dance by suddenly lifting both feet from the table and appearing suspended in the air, finally dropping them and appearing exhausted from the effort. He closes the performance by lifting his feet to his mouth and throwing kisses to the crowd.

THE CONTORTIONIST.

We saw a crowd completely fooled by this stunt. Stuff the legs of a pair of trousers. Attach a pair of shoes. This may be done by putting broomsticks down the legs, connecting them at the top, and nailing a pair of old shoes to them. Stuff plenty of filling in about the broomsticks. The table must be arranged something like the table for the dwarf, and a screen used to allow the performer opportunity to get ready. He draws the stuffed trousers across the back at the waist. Standing immediately behind the table, he seems to lift one of his legs up on the table. Then after a supreme effort he lifts up the other one. Of course these are the stuffed legs. He now pulls one of the legs up past his ear, then lifts the other one, and after letting them both down walks off the platform holding the stuffed legs out from his waist.

BRIDE AND GROOM.

One boy is both of them. He folds a lady's hat and wears it on one side, and folds a gentleman's soft hat and wears it on the other side. He doubles a lady's waist, puts one arm through both sleeves, and a skirt is doubled and pinned up to the waist. He then may carry on a dialogue, turning one side to the audience when the bride is speaking, and the other side when the groom is talking. They may make love, quarrel, sing to one another, etc.

VICTROLA STUNT—NO. 1.

Announce that a troupe of artists has been stranded and will perform for the benefit of the crowd. Set up a victrola behind curtain or screen. Quartets, duets, solos, instrumental and vocal, may be rendered, the performers going through the motion as the victrola records furnish the music, some one behind the screen tending the machine.

VICTROLA STUNT—NO. 2.

A large square packing box, a clothes wringer, a megaphone, a tin can, and possibly a long slip of paper are needed for this stunt. The platform should be curtained off to allow time for preparation. The open side of the box is set away from audience, the megaphone is stuck in a hole near the top, and the wringer is placed on top. The crank is turned and the record announced, accompanied by the scraping noise peculiar to cheap phonographs. This noise is made by scraping the tin can with some rough substance. The announcement is made in a nasal voice. The record, your long slip of paper, is run through the wringer as the number is rendered. The performers could sit on a primary chair in the box or stick their heads into the box and sing or speak through the megaphone. Quartets, duets, solos, recitations—the funnier the better—could be rendered. It would add to the fun to have one of your records get the needle in a groove and sing one syllable over and over until the manipulator fixes it. It would be well if the top and sides of the "victrola" could be curtained off so the "records" could be changed without the persons being seen.

JOHN BROWN'S BABY.

As a feature of a "singsong" have every one sing "John Brown's Baby Had a Cold on Its Chest," after the following fashion:

"John Brown's baby had a cold on its chest,
John Brown's baby had a cold on its chest,
John Brown's baby had a cold on its chest,
And they rubbed it well with camphorated oil.

Chorus.

Glory, glory, hallelujah!
Glory, glory, hallelujah!
Glory, glory, hallelujah!
And they rubbed it well with camphorated oil."

On the second round the word "baby" is dropped, and a "rock-a-by-baby" motion with the hands is substituted for it. On the third round both "baby" and "cold" are dropped, the "rock-a-by" motion being again substituted for "baby" and a coughing sound being substituted for "cold." On the fourth round "chest" is added to the list of dropped words, and a thumping of the chest with the palm of the right hand is substituted. Next "rubbed" is dropped and a rotary, rubbing motion with the right hand substituted. On the final round drop the "camphor" in "camphorated," and draw a deep breath through the nostrils, ending the line with "ated oil." The last two substitutions will also have to be made in the chorus. This is a mighty good stunt to break up stiffness in a crowd. It may also be used as a stunt by a group.

JOHN BROWN'S BODY.

Each round a word is dropped from the first, second, and third lines.

"John Brown's body lies a-moldering in the grave,
John Brown's body lies a-moldering in the grave,
John Brown's body lies a-moldering in the grave,
Glory, glory, hallelujah!" etc.

The first time "grave" is dropped, then "the," then "in," and so on, so that on the last round the singers merely open their mouths as if to sing on the first three lines, coming in strong on

the last line, "As we go marching on," and then on the chorus. Singers should keep good time, making allowance in time for the words dropped. To this end one of the number may act as director.

SINGING A SONG BACKWARD—NO. 2.

Several girls wearing aprons backward, and boys wearing their coats backward, walk in backward, and, with backs to the audience, bow. They hold sheets of music or songbooks behind them and turn the pages as they sing, singing some such song as "Three Blind Mice," for instance. At the close of the song they bow again and walk off with backs to the audience.

A WOMANLESS WEDDING.

[All the participants are men dressed and made up for the part. The bride should be a hefty specimen and the groom correspondingly small. At the close of the ceremony the bride may lift the groom and kiss him a resounding smack on the cheek. There should be the usual bridesmaids, flower girls, best man, father and mother of the bride, aunts, etc. The following ceremony was used by Broadway Church, Louisville, Ky. When objection was made by the rejected suitor, the bride, a two hundred and twenty pounder, fainted, and it took half the crowd to hold her up. One of the boys was dressed as a baby in long dress and carried in by one of the men, representing one of the family. The "baby" cried at intervals during the proceedings:]

Dearly beloved, we have gathered together this afternoon in the sight of each other and the presence of these numerous witnesses to join together this man and this woman, which is an honorable mistake. These two have come hither for the most worthy purpose of forming this combination or union in order to reduce the high cost of living, believing that one can live more cheaply than two. Wherefore they have chosen the wise part and have decided to become one. It is evident to my mind that they have given this momentous and weighty question due consideration, for I am informed that their courtship has been of long duration, extending over a joyful period of sixty days, more or less, proving that "love at first sight" played no part in the culmination of this nuptial event. The little germ called

"love" sometimes lies dormant in the human chest for many years, until one day a spontaneous combustion takes place and the little spark has become an all-consuming conflagration, which cannot be extinguished by any known fire extinguisher. This unknown quality called "love" is more ancient than the Pyramids of Kansas or the Honeycombs of Georgia or the Obelisks of Kentucky. Ever since that eventful night when the man in the moon became full and with beaming face went forth to conquer, and while crossing the Milky Way met Miss Venus, the goddess of beauty and love, who winked and blinked at him in such a way that he fell behind the horizon, then and since then other men who do not live in the moon have become full of admiration and love for the fair sex and have fallen into the matrimonial net. At the altar they have stood side by side, while he sighed and sighed, and they were both beside themselves with rapturous joy.

Furthermore, we are told that life is just one foolish thing after another, an example of which we have before us. Here we have two hearts with but a single beat, and that a sugar beet; two heads with but a single neck, and that a rubber neck; two fools who wish to act as one.

Into this awful mistake these two persons come now to be joined. Therefore if any can show just cause why they may not be lawfully joined together, let him now speak or else hereafter forever hold his peace. I pause.

[Objection by rejected suitor, who says, "I have." "State your objections, if you are of sound mind." Rejected suitor makes complaint that he spent three dollars on the bride at one time or another. Father agrees to settle the bill and let the wedding proceed.]

I require and charge you both—$10,000, please—as ye shall answer at the dreadful day when the rent comes due, that you will not treat too lightly this misstep that you are about to take. Archibald Hercules Headlight, will you take this fragile Rosebud to be your side partner until your timepiece ceases to tick or until a friendly divorce court breaks asunder the cables that are soon to bind you in voluntary slavery? I assume that you fully realize that you are about to surrender the great and glorious feeling of being a free man and you voluntarily give up the liberty guaranteed to you by the Declaration of Independence and the Constitution of this great country, the United States of America—bossed only by your Uncle Sam—and that you have

been seized with an insane desire to support another man's daughter for the remainder of your natural life. If so, I require you to make the following pie crust promise: Will you purchase for this spouse a machine of the latest model, with which she may while away her idle time? Either a "Singer" or "Wheeler and Whistle" will do. Will you promise to buy her a spring bonnet at some rummage sale at least once in three years and consent to buy her a pair of leather shoes within five years after peace has been declared? Will you promise not to object to her wearing canvas shoes when she gets ready to make her canvass for the high and exalted office of Justice of the Peace and Plenty; that you will not boil over when she announces in the morning that the monthly meeting of the "Woman's Debating and Anti-Gossip Club" is to have an all-day meeting and suggests that you get your dinner and supper at the "Heavy Cup and Pewter Spoon Cafeteria"; that you will not raise a howl when she allows you only a three-grain sugar capsule for your coffee or tea; that you will not ask for an itemized account to show what became of the $1.30 you gave her the week before on which to run the house; and that you will take your turn when it comes to washing the dishes, including kettles and frying pans? And, furthermore, that when the latest Paris styles in low-cut necks and short-cut skirts reach Louisville you will not visit Fourth Avenue without wearing heavy green goggles and that you will not turn to rubber; that you will love and care for this young and tender Rosebud, and only her, even though the Daisies be plentiful?

Rosebud Delicatessen, wilt thou take Archibald Hercules Headlight to be thy bright and shining star and follow him whithersoever he leadeth, even though it be to the brink of the Portland Canal or the turbulent and treacherous falls just beyond, and that you will not disobey him in any unreasonable request he may make, even if he should say, "Plunge in, dearest"? Wilt thou promise not to go through the pockets of his trousers at midnight while he gently sleeps, in search of idle coin or souvenirs of bygone days? Wilt thou promise to let his socks go undarned and refrain from sewing buttons on his shirts and polish his shoes with stove paste? Wilt thou give him hot rolls at least twice a year and pies like mother used to make on Thanksgiving Day? Wilt thou promise to make the fires, cut the wood, milk the cow, drive the geese to water, never have company, and never refuse an invitation to tea?

Ring Ceremony.

Archibald Hercules, place this ring upon Rosebud's little finger and repeat: "With this ring I thee wed, and with all my worthless oil stocks and bonds I thee endow, to have and to hold until maturity."

Rosebud, take this ring and place it upon Archibald's thumb and repeat: "With this ring I thee wed, and with all my unpaid bills I thee endow, and shall always strive to keep your hard-earned wages in constant circulation."

Join Hands.

Now join your left hands and cross your two first fingers. Forasmuch as Archibald and Rosebud have consented together to travel this new and untried creosoted way, and have pledged your faith either to the other, and have signified that intention by joining hands, I pronounce you man and wife. May the roses in your cheeks never fade, nor the wrinkles of time overtake you! Speed away!

FREAK EXHIBIT OR SIDE SHOW.

A good "spieler" should be selected, one who has both a ready tongue and a keen sense of humor. He proceeds to inform the audience that he has a collection of curiosities unequaled in extent and variety in the entire world. He offers for their approval the greatest show on earth. He then leads from behind the curtain the "*World's Most Beautiful Woman*," a young man in female garments with plenty of "make-up." Use plenty of gilt paper in decorating "her" dress. Jewelry and medals should further add to "her" flashy appearance. The "spieler" tells "her" story, relating deeds of valor and bloodshed performed for love of "her."

Next the "*Chinese Giant*" will be introduced. This may be worked out after the fashion of the "Giantess," mentioned elsewhere in this book, or the effect may be secured by the person standing on a stool wearing an exceedingly long robe (of cheesecloth, perhaps). The toes of a pair of yellow slippers showing beneath the gown will help. A drooping mustache and "pig tail" will be necessary and can be easily made. He may corroborate the story of the "spieler" as he tells it. For instance, the showman might make the assertion that the giant doesn't

understand a word of English and then turn to him saying: "Isn't that so, Chăng?" "Velly much so," comes back the reply.

The "*Modern Hercules*" could be represented by a young man in sweater and tight-fitting trousers. Plenty of cotton stuffing would furnish the enormous muscles necessary. A "biga-da-chest" shoulders and arm development can be easily faked in this way. He could bite iron bars (sticks of licorice) in two, lift "fake" weights, and strut about as if he might annihilate the whole crowd.

The "*Two-Headed Girl*" is the next exhibit. Two girls encircle each other's waist with one arm. The other is put into a sleeve of a loose-fitting gown, which is fastened around both waists by a sash. A cape can be fastened about both necks, fastening in the back. The length of the gown conceals the feet. The eyes of both may wink at the same time or may roll in the same direction simultaneously. Both open mouth to speak in concert. A system of signals will be needed for this, so that each will know when it is time for "eyes right" or "eyes left," etc.

The "*Fat Lady*" could be produced with the use of quite a number of pillows. The "spieler" should tell her weight, something of her family history, and inform the audience that she is only sixteen and still has a chance to grow.

The "*Wild Man*" could be brought in with the "Fat Lady." He should present a very meek and subdued appearance, the "spieler" explaining that he is the "Fat Lady's" husband and is only wild when out of her presence.

The "*Bearded Woman*," the "*Albino*," and the "*Egyptian Mummy*" are possibilities that might be worked up cleverly. The latter could be bound up in cheesecloth, colored by dipping in coffee, and burlap, and must be carried in and deposited upon a table.

A "*Mind Reader*" could also be introduced, pulling off "hits" on persons in the company by answering imaginary questions that are supposed to have been asked by these persons. The Mind Reader, of course, is blindfolded and goes through maneuvers as though she were reading the questions and answers from out in space.

THE CROAKERS.

Four or five participants hop in on all fours, frog fashion. They may seat themselves on the floor or on very low-seated

chairs or boxes. Immediately they are seated they repeat in concert this bit of foolishness: "What a funny fing a frog are! When he hops he yumps, and when he yumps he sits on his tail, which he ain't got almost hardly any." The Chief Croaker now calls the meeting to order with the announcement that "all the brother and sister croakers will now come to order." He then calls for "anything for the good of the order" and the Croakers one after another enter complaints of sundry nature about different persons present, about things that have happened at the assembly, etc. They will adjourn by repeating "The Croaker's Watchword," again giving "What a funny fing a frog are!" etc.

MISS POPULARITY.

A young lady sits reading. A bell rings, and the maid, carrying a large tray, goes to the door. After taking the card she ushers the gentleman in. Miss Popularity greets him cordially, thanks him for the artificial flowers he brings, and they sit down, carrying on an animated conversation in pantomime. Again the bell rings, and this time the maid returns with another card. The young lady looks at it, appears a little "fussed," grabs the young man, to whom she has been talking, pulls him out of his seat, and brings him to his knees. She then puts the tray on top of his head and throws a table cover over him, thus making a table out of him. The second young man comes in, bringing a box of candy, which the young lady puts on the improvised table. After a few seconds of pantomime conversation the bell again rings. When the card is presented Miss Popularity seizes the second caller, stands him up, and converts him into a hatrack by throwing an overcoat over his head and thrusting his arms into the sleeves part way. She hastily jams a hat on one of the outstretched arms. The third caller comes in, hangs his hat on the other outstretched arm, and sits down to converse a moment, when the bell rings again. This time the caller is transformed into an armchair by dropping him in a chair and covering him with a blanket. During the performance the "table" may reach up and help himself to the candy occasionally. The "hatrack" may change his position. The fourth caller starts to seat himself in the improvised armchair, the young lady excitedly grabbing him and thrusting him toward another seat. The "hatrack" in rebellious mood now

shoves caller No. 4 into the "table" and both fall against the "chair." All come out from cover and run off the platform, after looking disgustedly at one another. Each caller should reach the point of proposal before the bell interrupts. This can be varied by having No. 4 represent a soldier or an Epworth Leaguer, whom the girl accepts, walking off with him arm in arm, to the discomfort and chagrin of the others, who throw off their coverings and look dejected or angry.

ANIMATED MUSIC SHEET.

Stretch a sheet across the platform, reaching to the floor. Place a number of chairs back of the sheet. On these the performers are to sit, kneel, or stand, according to the position desired. Holes are cut in the sheet at different heights, the sheet having had the five lines of the scale drawn across it with charcoal or black crayon. Around the holes in front draw vegetables, fruits, and flowers with colored crayon. The singers arrange themselves on the chairs in back of the sheet, putting their faces through the holes. The "animated" sheet then renders some songs, preferably of rousing character. They may sing some jingles aimed at persons prominent in the assembly. For instance, "Rig-a-jig-jig" may be sung, using words something after the fashion of the following:

1. While I was walking round this place,
   Hi-o, hi-o, hi-o, hi-o!
   I saw an awfully desperate case,
   Hi-o, hi-o, hi-o!

Chorus.

Rig-a-jig-jig, and away we go,
Away we go, away we go,
Rig-a-jig-jig, and away we go.
Hi-o, hi-o, hi-o!

2. Of course I'm not telling all I know,
   Hi-o, hi-o, hi-o, hi-o,
   But it is awful, my O, my O,
   Hi-o, hi-o, hi-o!

3. Our president on a bench he sat,
   Hi-o, hi-o, hi-o, hi-o!
   With a pretty girl, just think of that!
   Hi-o, hi-o, hi-o!

A quartet or chorus could present some effective numbers in this manner.

SUNFLOWER MINSTREL.

Draw a sheet across the platform after the fashion of the preceding stunt, though the music staff will not be necessary, and the holes will be cut to suit the height of the participants. Around the holes sunflower petals are drawn with crayon. When the curtain is drawn the participants, with minstrel make-up, faces blackened, and lips reddened, all have eyes closed. While the piano plays the prelude to the opening song, they suddenly open their eyes, roll the eyeballs from side to side, open their mouths wide and shut them with a snap. The chorus of "My Sunshine Jane" (Brennan-Ball) would make a good opening chorus. Songs and jokes can then be interspersed just as in a regular mistrel show.

MIDGET LADIES.

(Prize stunt. Sixteen young ladies needed for this performance.)

Stretch a large piece of white cloth across the platform. Cut eight holes in it for the heads of eight of the participants. These young ladies thrust their heads through the holes thus provided, each wearing a paper bow of bright color. Beneath the head, sewed to the sheet or cloth, which reaches to the floor, is a small dress of similar color to the bow. To the sides of the dress are holes for the arms and hands of the girl, and below the dress, two other holes for the feet. The feet are represented by another girl who thrusts through these holes hands covered with stockings and shoes. Tables are placed so as to provide a platform for the performance of these miniature ladies, who will look ridiculously funny. They may sing, crack jokes, and dance. Gestures with the hands should be made in unison, all folding them at the same time, holding them to the heart, holding them palm out, etc. The possibilities are unlimited for working out some clever entertainment.—*Ruth Hudson, Petersburg, Va.*

CALLIOPE.

Six boys represent the pipes. A seventh acts as operator. He carries a long baton and taps each boy on the head to let him know that his turn has come. As each one emits the note in calliope style he stoops. One of the "notes" may get stuck occasionally, making the shrill sound peculiar to calliopes, until

the leader fixes it. Much depends on the clever manner in which this stunt is presented.

FARMER BROWN'S FAMILY.

Now I'm here to talk about the man who would walk about
A mile every day—into town;
His name was Ebenezer Brown, well known for many miles around.
He used to mingle with the boys who were single,
Take them out to the farm, to the farm.
He always had a good excuse, his daughters he would introduce,
With a smile he would take them by the arm and whisper:

Chorus.

"Now, here's my tallest daughter,
Take a look at her, take a look at her.
And here's my smallest daughter,
Take a look at her, take a look at her.
She's my baby, little Cinderella, sweet sixteen and never had a fellah.
They all take after father, just five of them to bother me.
And here's my wildest daughter,
Take a look at her, take a look at her.
And here's my mildest daughter,
Take a look at her, take a look at her.
Here's my neatest, she's by far the sweetest.
Every one is old enough to marry,
Come on, boys, and help yourselves to the pick of my family!"

Brown used to talk about a lane that was out about
A mile from the town—in the wood,
The single fellows understood, 'twas close to Brownie's neighborhood.
There any lover could make love under cover
Of the bright silvery moon, shiny moon.
They always had a good excuse, Brown's daughters would be introduced,
With a smile he would take them by the arm and whisper.

[This was put on as a faculty stunt at Asilomar Assembly. One person made up as Farmer Brown. He sang the words of the song, introducing his "daughters" as he came to them in the

chorus. The music is not available, so a tune may be improvised, or the words may be recited. The "daughters" were the men of the faculty made up as girls. The "tallest" daughter was the shortest, the "smallest" was the largest, the "wildest" was the mildest, and so on. The make-ups were "screams." The words should be sung or recited distinctly, and each "daughter" steps to the front as Farmer Brown introduces "her." Some of the popular "raggy" music of the day, such as the chorus to "Tell Me," for instance, will furnish suitable accompaniment if played softly while the words are spoken.]

A LIVE SOCIAL WITH FOUR GOOD STUNTS.

About the only "dope" I know of just now is to tell you briefly of a League social I attended in Boston not long ago. There were only four "stunts," but they were worked out and enthusiastically entered into, making a lively evening.

1. *A March Around.*—All present marched around the large room in a column formed of couples (a boy and a girl). One boy stood in the center of the room with a stick. When this stick was thrown to the floor, each man had to rush to another girl (any one he chose) and secure her as his partner. The one left out each time had to go to the center of the room and throw the stick for the next time. This game was not only fun, but served to "break the ice" and get folks acquainted.

2. *League-of-Nations Telegram.*—All present sat in a large circle around the room, the couples from the previous game sitting beside each other—*i. e.*, those who happened to be together at the close. Each couple was to send a telegram to President Wilson with reference to the League of Nations, using words beginning with the combined letters of their two last names, and no others. Either name could come first, but the words had to follow the natural order of the letters. (For example: "I had a Miss Rich with me." Our telegram was: "Rush into coal hod. R you a nut?" We had to explain that we were really *for* the League, but our combination of letters prevented our expressing our real sentiments.) I should have stated that these telegrams are read aloud by one of each couple, after about five or ten minutes has been allowed for their preparation. Some were very ridiculous and funny, others surprisingly sensible and cogent.

3. *Lemon Race.*—All present are divided into two equal sides

and lined up, facing each other. A lemon is started down each line, each person receiving it in his two hands and placing it in the two hands of the person next to him. When the lemon gets to the end of the line, the person receiving it runs as fast as possible to the end of his line from which the lemon started and hands it to the one on the end. This person passes it on down as before, and the runner takes his place at the front end of the line. This is continued until one side has had *all* of its members *run* with the lemon. The side that finishes first naturally wins the contest. For unrestrained fun and enthusiasm this contest cannot be excelled. (I should have stated that the runners go *between* the lines that face each other, *not outside.*)

4. *Spinning the Bottle.*—Again all present sit in a large circle around the room, but not necessarily by couples. Some one spins a large bottle in the center of the room, asking it some silly question—*e. g.*, "Which girl present has received the largest number of proposals? Who will marry first? Who has the biggest feet?" etc. The person to whom the neck of the bottle points when it stops spinning is the one to whom the particular question applies. Then he (or she) has to get up and ask the question and spin the bottle, and so on *ad infinitum.* If the questions are witty, much laughter and fun will result.

After these stunts refreshments were served and the boys chatted together in little groups, gave a few school yells, and a number (including "yours truly") gathered around the piano and sang popular songs.

It was one of the best socials I have attended. It goes to show that it is not necessary to have a large number of events on the program. Four or five live stunts, well planned and enthusiastically executed, will make for a royal good time.—*Rev. Phil H. Ryan, Louisville, Ky.*

CHAPTER XVII.

MISCELLANEOUS STUNTS.

ALEXANDER.

Have the persons in the crowd write questions on slips of paper. Explain that "Alexander the Great" will answer these questions, reading them in a mysterious manner. An assistant merely rubs them across "Alexander's" forehead with the paper folded, picking them indiscriminately from a hat. When the question is read by Alexander in this mysterious manner, the person writing it is asked to hold up his hand and verify the correctness of the reading. Alexander then unfolds the slip, looks at it to verify his own reading, answers the question, and then proceeds with the next question, mystifying the crowd with his uncanny exactness in reading the folded slips as they are rubbed on his forehead. He is enabled to do this because of a secret confederate in the crowd, who lays claim to the first question, no matter what it is. Really he has put no slip in the hat, merely pretending to do so. "Alexander" reads the slip to verify the reading for himself and thus gets the question on the slip to give to the crowd as another slip is rubbed across his forehead. And so on through the slips he goes.

ACTING PROVERBS.

Divide the crowd into groups. Let each group act out a proverb of its own selection, the rest endeavoring to guess what it is. You might have judges to decide which group makes the most clever presentation. Suggested proverbs: "All is not gold that glitters," "A fool and his money are soon parted," "There's many a slip 'twixt the cup and the lip," "All's well that ends well," "Two heads are better than one," "Birds of a feather flock together," "Every dog has his day." This latter one could be represented by persons standing on all fours in a row, each with a dog name and the name of a day of the week on a card hung about the neck. Thus there would stand "Carlo, Monday"; Fido, Tuesday," etc.

AËROPLANE RIDE.

Place a small block about three inches high under an ironing board or any other stout board. Blindfold the rider. Place two strong young men at either end of the board. Two more young men stand about the middle on either side to help the rider keep his balance. He rests his hands on the shoulders of these two. The men on either end now lift the board a few inches, wiggling it back and forth. The middlemen at the same time stoop gradually until they are near the floor. The rider is now told to jump and will probably hesitate about doing so for a while. The sensation through which he has passed has led him to believe he has gone up pretty high. This is an especially good stunt for the out-of-doors. We know one crowd that produced a startling sensation for the rider by waving a branch of a tree in his face.

BOOTS WITHOUT SHOES.

The players unacquainted with this stunt are brought in one at a time. The leader instructs them thus: "Do as I do and say what I tell you to say." Then with some violent or ludicrous jesture he says: "Say 'Boots without shoes.'" The answer will most likely come back, "Boots without shoes," accompanied by the gesture. "Wrong," says the leader. "Now watch me." He goes through some ridiculous movement and says: "Say 'Boots without shoes.'" The point is that the way to say "Boots without shoes" is to say "Boots." A clever leader can keep a crowd in an uproar at the funny antics through which he carries the victims.

BABY PICTURES.

Have each guest bring a baby picture of himself or one taken in early childhood. Number these and have the company guess "who's who," writing the names down on a slip of paper.

BLIND FEEDING THE BLIND.

Blindfold boy and girl and provide each of them with a saucer of pop corn or broken-up crackers and a spoon. Have them sit facing one another and each feed the other. It would add to the fun to mix a little molasses with the corn or crackers.

BABY MARATHON.

The contestants sit on the platform in couples. Each couple is furnished with a baby's milk bottle. Any other bottle with a nipple fitted on it will answer. At the signal to start each girl holds the milk bottle while the boy drinks. It would be advisable to enlarge the holes in the nipples somewhat. It will add to the fun to have at least four couples contesting for first, second, and third places.

BLIND BANANA FEED.

Blindfold several couples. Give a peeled banana to each person. Have the couples clasp left hands, and at the signal to start they begin trying to feed one another. As some wild stabs may be made, it is well to provide paper aprons or bibs for the participants by cutting a hole in a sheet of newspaper and dropping it over the head.

BEAN BARGAIN.

Here is a stunt or game that will keep a large crowd amused for a half hour or more. As many as seven hundred have played it at one time. Mark on slips of paper numbers from 1 to 100, 200, 300, or as high as you want to go. Pass these out to your crowd, one slip to each one. Make a note for yourself of what you choose to designate as the lucky number. At the same time you give the numbers give each one ten beans. When every one has been supplied, explain to the crowd that the game has two aims—one, to see who will have the most beans at the end of the time agreed upon; the other, to see who will hold the secret lucky number at the close of time. The players are instructed that they may now bargain for the numbers held by other players. For instance, one player discovers that another has 13. He thinks that this is likely to be the lucky number, so he offers three beans for it. He raises the bid to five beans, and if he thinks it most certainly must be the lucky number he may offer all ten of his beans for it. The other player may sell or not, as he sees fit. Some players may wind up by holding as many as four numbers. Some other players by clever bargaining may obtain numbers for one or two beans and sell them for four, five, or six, and so on. At the close perhaps 41 is announced as the lucky number, and the person holding that number is one of the winners.

CONCERT.

Each one in the company adopts an instrument on which he performs. Each person selects the tune he may think best suits his instrument and endeavors to imitate the action and, as closely as possible, the sound peculiar to his instrument. Lots of "pep" should be injected into the performance. Violin, cornet, clarionet, trombone, piano, ukulele, banjo, drum, tambourine, cymbals, and hand organ are some of the available instruments for this concert extraordinary.

CURIOSITY TENT.

Placard your exhibition "For Men Only." Of course you won't be able to keep the ladies out. On entering the exhibit one finds on display all sorts of men's apparel and things used by men exclusively—men's shoes, neckties, pair of trousers, razor, derby, pipe, etc.

COSTUME RACE.

Several girls or boys contest in this race. Each is provided with a suit case in which is packed a ridiculous costume—odd shoes of large size, brilliant colored kimonos, funny-looking hats, etc. At the signal to go each one starts across the course to a point designated, opens the suit case, togs up, closes the suit case, and rushes back to the starting point. Here the toggery must be removed, placed back in the suit case, and then the suit case must be closed.

CATS' CONCERT.

Here's a diversion for a few minutes that is calculated to liven things up. Each person in the crowd selects some tune for himself. At a signal from the leader all sing at the top of their voices the different tunes selected.

ENDLESS THREAD.

Have a piece of white cotton thread sticking on the back of your coat. Naturally some one will attempt to remove it. Then the fun begins, for as the obliging person pulls the thread away from the coat it becomes longer and longer, while the joker walks away, finally turning around and appearing astonished

and chagrined at what has happened. The trick is worked by putting a spool of thread in the inside pocket of the coat, after just enough of it has been threaded through a needle and passed through the back of the coat so that a bit of thread appears to be only sticking to the clothes. This would be a good stunt to work at an April Fool party.

ELECTRICITY.

Half the crowd should be acquainted with the stunt. One of the number goes from the room. The rest decide on some simple object. The player is recalled and told that an object has been selected, and if he will join the circle they will all join hands, and by sitting very still and thinking only of that object the thought will finally impress itself on his brain. All join hands and sit very quietly, when soon the guesser announces the object, to the astonishment of the uninitiated. The guesser, of course, sits next to one of the "wise" ones, who, unnoticed by the rest, gently presses his hands, once for A, twice for B, and so on until the word is spelled out. A short pause is made between letters, and a responsive pressure from the guesser bids the speller continue. Some one may help things along by starting a discussion of mental telepathy, thought waves, etc.

THE GIANTESS.

A tall man may be dressed in a skirt. A large umbrella is covered with a gown and a cloak. A ball of cloth is fitted on the stick above the dress, and a bonnet and thick veil are put on it, completing the head. The umbrella is partially opened, the man gets under it, and, holding the handle as high as he can, appears like a gigantic woman. "Her" appearance might be heralded by a knock on the door and the announcement that "Miss Petite" has arrived. "She" walks in and bows. "She" may give the appearance of startling growth by holding the umbrella naturally when entering and then gradually raising it. She may talk in a squeaky falsetto voice.

GENTLEMEN NURSEMAIDS.

Have several girls do the dummy-dressing. Seat the men, blindfold each one, and request him to double up his right fist. Mark

eyes, nose, and mouth of a face on the fist with burnt cork. Tie around this a doll cap or lace frill or ruffle of some sort and fasten around the wrist a full white apron or skirt. Now bend the left arm to lie across the waist, place the right arm across, with wrist resting in bend of the left elbow, draw the apron down over the right arm, and each gentleman will appear to be holding a baby. Remove the blindfolds now.

GIGANTIC SNEEZE.

Divide the company into three groups. One group is to shout "Ish," the second "Ash," and the third "Shoo" at a given signal. This conglomerate sound resembles a gigantic sneeze.

GROUP LOGOMACHY.

Here is a good get-acquainted stunt. Pin on each person a card bearing the initial of his last name. Tell all that the letters are to spell themselves into words. Mr. B finds Miss A, for instance, and together they may find Miss T. They write "bat" or "tab" down on their cards. Then they proceed to find another T or maybe a U, depending on whether they want to spell "battering" or "tabulating." When groups have spelled out their words they may break up and form new groups, always writing on their cards the words spelled. Prizes may be awarded to the person getting the largest number of words spelled and also to the person having the largest total of letters.

HOBBLE HURDLE.

(Prize Stunt.)

Contestants (boys or girls) are robed in tight-fitting "hobble skirts" of cheesecloth or sackcloth and at a given signal race across the room. The least spurt or sudden burst of speed is liable to upset not only the dignity but the equilibrium of the contestant. Halfway down the course are pasteboard barriers over which the "hobblers" must hurdle the best they can.—*Beryl W. Hundley, Richmond, Va.*

HOG RACE.

No one will object to being a "hog" for a few minutes in order that the crowd might be amused. Several contestants are required to get down on all fours. A newspaper is put in front of each of them, and on it is placed an apple. At the signal to begin each starts eating his apple, the use of the hands not being allowed. The idea is to see which one can first consume his apple hog fashion.

HURLY-BURLY.

Players are all seated about informally. The leader whispers in the ear of each one some action to be performed. One may "sing a song," "dance a jig," "play a drum," "make a speech," recite "Mary had a little lamb" with dramatic gestures, etc. When all have been given something to do, the leader shouts "Hurly-Burly!" when all must perform the acts assigned them simultaneously. Any one failing to perform immediately on the shouting of "Hurly-Burly" is punished by being made to walk the "swamp," beginning at one end of the room and answering questions put to him by the crowd, stepping forward one step when the answer is "Yes" and backward one step when it is "No."

HARLEQUIN WRESTLE.

Each person stands on one leg. They grasp right hands. Each tries to make the other lower his upraised foot to the floor or touch the floor with the free hand. Touching opponent with the free hand is not allowed. Sides may contest in this stunt, the winning side being the one with the largest number of victories.

"I POINT."

One person leaves the room. His assistant has explained that this person can always tell to whom he is pointing, though he is out of the room and cannot possibly see what is being done. He calls "I point," each time pointing to some one in the room, the guesser calling back, "Point on." Then finally the pointer calls, "To whom do I point?" and the person outside invariably answers with the correct name. The secret is that when the pointer says, "To whom do I point?" he always points to the

last person to speak before his confederate left the room. This may be varied so that it is the first person when he comes back or the person to the right or left of the person to speak. A definite understanding must be had as to the system to be used. The pointer should lead the crowd astray by various means, using the same number of calls for a while, pointing from one particular side, asking his partner as he leaves the room, "Are you sure you have the connection?" etc.

IS IT THIS? IS IT THAT?

One person leaves the room. His confederate tells the company that if any one of them will touch an article in the room or name it, the person outside will come back and tell which article was touched or named. When he comes back the confederate points to different objects and questions him thus: "Is it this?" "No." "Is it this?" "No." "Is it this?" "No." "Is it that?" "Yes." The guesser gets his tip from the substitution of "that" for "this" in putting the question, so that when he is asked, "Is it that?" he knows at once that this is the article.

KAZOO BAND.

Appoint a director who will give a clever and exaggerated imitation of some of our band leaders of the Creatore type. Furnish each member with a zobo (an instrument through which you hum, obtainable at ten-cent stores). Combs covered with paper will do when the zobos are not obtainable. Play several selections, the director announcing the numbers each time. For instance, he announces "Schubert's Serenade," and the Kazoo Band plays with a good deal of flourish, gusto, and "pep" some "raggy" piece of music, such as "How You Gonna Keep 'Em Down on the Farm?"

LETTERFLY.

Introduce your company one at a time to the Fly family. There are Mr. Housefly, Miss Butterfly, Mr. Horsefly, Miss Dragonfly, etc. The last to be introduced is Miss Letterfly, who has a wet cloth which she throws in the face of the person being introduced. The victim should not see the cloth until it hits him. All the "flies" stand with hands behind them, reaching out the right hand when introduced.

LAUGHING SONG.

All in the company laugh to some familiar tune played on the piano. "Turkey in the Straw" makes a good laughing tune.

MENTAL TELEPATHY.

Two persons work together on this, explaining to the company that success depends on concentration. One of the two leaves the room. The rest decide on some trade or profession and think of that one thing so steadily that the thought will be transmitted to the absent one, who is now asked to come back. "Is it a conductor?" "No." "Is it a lawyer?" "No." "Is it a machinist?" "Yes." The understanding between the two is that just before the trade is mentioned some profession is named. There are many varieties of this stunt. Thus to guess any object named it might be decided between the two confederates that the thing named shall come after something black or something with horns, or a small fruit, as a cherry or plum, may be used as the tip, or something with four legs, etc.

MAGICIAN.

Put on the table three pieces of bread or other eatable a little distance from one another. Cover each with a hat. Lift the first hat and eat the bread. Lift the second and do likewise. Lift the third and also eat that piece. Now ask any person in the crowd to choose the hat under which he would like the three pieces of bread to appear. When he has made his selection, make a few mysterious passes over it, say "Hokus Pokus Bunkus," place it on your head, and ask him if he is satisfied that they are under it.

THE MYSTERIOUS BALL.

A wooden ball with a hole half an inch in diameter is needed, though a large spool might do. Pass this, with a small piece of cord, around for examination. The performer now runs the cord through the hole in the ball, and the ball runs up the cord, stopping where he tells it to stop. Again the ball and cord are handed around for inspection. After the cord is returned the magician lays it on the table, and when the ball is returned he picks up the cord and with it a piece of black thread, run-

ning both through the hole in the ball. The other end of the thread passes out behind the scenes or off the platform to an assistant. Take the lower end of the cord in one hand and the other end and the thread in the upper hand. The assistant now pulls the thread taut, and as the magician commands he raises, lowers, or stops the ball where desired.

THE MYSTERIOUS CHINESE WRITING.

Two persons must have complete understanding of this mysterious chirography. One goes out of the room; the other remains and asks the company to select some word to be written. For illustration we will use an easy one. Say "cat" is the word chosen. The reader is called back. The writer with a pointer, pencil or stick of wood, makes various maneuvers on the floor, wall, or table, the reader watching intently. "Can you follow me?" says the writer after a bit of mysterious maneuvering. After more of this he taps once, then with a grand flourish finishes up, saying, "That's all." Immediately the reader says, "Cat." Note that the consonants are given by what is said, the first letter in the sentence indicating the letter written. Thus when the writer says, "Can you follow me?" the other knows immediately that the letter is "C." The vowels are a, e, i, o, u. Therefore 1, 2, 3, 4, 5 taps indicate which vowel is to be used. One tap is "a," two taps "b," etc. The more mysterious you can make your maneuvering with the pointer, the better; for, although it has nothing to do with your writing of the word, it is to your advantage to make them think it has. We have seen a company completely mystified by this stunt. If any one thinks he has gotten it, let him go out and then come back and read the word selected. Often players will guess the consonants, but are unable to fathom your vowel system.

NEWSPAPER RACE.

Each contestant is given two newspapers, one for each foot. He places one newspaper forward and steps on it with the right foot. Then he picks up the other and steps forward on it and so on, being allowed to step only on newspaper. The race is to a given line and back.

OBSTACLE RACE.

Select several contestants for this race. Place a number of obstacles in the race course—buckets, books, cups, tumblers, etc. Let the contestants try the course once. Then blindfold them, have some one noiselessly remove all the obtacles, and start your race. If this is done cleverly enough, the contestants will do some ludicrous high-stepping to avoid knocking over or touching any of the obstacles, since one of the rules laid down was that each obstacle touched counts one demerit against the racer. The contestants must walk and not run.

ORATORICAL CONTEST.

Let three young men impersonate three prominent orators. State that, as the hour is late, they will save time by all speaking at once. Each of the three should have previously committed his speech, and when he has taken his place on the platform he will frantically endeavor to make himself heard above the others. To make the performance more amusing, they should make all sorts of dramatic and ridiculous gestures. (If you can get three persons of ready tongue, it will add to the fun if the speeches are extemporaneous affairs)—*Miss M. E. Dixon.*

PENNY FORTUNE.

This is a dandy hoax to work on unsuspecting victims. You call in these victims one at a time with the ostensible purpose of telling their fortunes with a penny. You tell them that you will wet the penny in a pan of water, press it to their foreheads, informing them that the number of shakes it takes to make the coin drop will indicate the fortune. You let them try it just to see how it works. You then begin by asking the penny: "How many times will she (he) be married?" The penny is dipped into the water and then pressed to the forehead of the victim, who begins to shake her head. Possibly it will be shaken off in the second attempt, indicating she will be married twice. "How many children will she (he) have?" The penny is again pressed to the forehead, and the person begins to shake the head. At the second or third shake the penny will probably fall to her lap. Now ask some such question as, "How many quarrels will she have with her husband?" or "How many times will she wish she hadn't married?" This time press the wet

penny to the forehead, but remove it, holding it hidden in the hand. The wet impression made will cause the victim to think the penny is there, as in the previous tests. Gales of laughter will greet the performance as the victim shakes the head time after time before realizing that a trick is being played on her.

ROOSTER FIGHT.

A ring six feet in diameter is drawn. Two players are placed in these. They stoop and grasp each his own ankles. In this position they endeavor to shoulder one another out of the circle. A defeat is thus registered. When one is upset or loses his grip on his ankles, the other is declared the victor.

RAINY-DAY RACE.

Several couples are needed for this race. They stand in line, with a closed satchel and an umbrella in front of each couple. In each satchel are a pair of rubbers, a pair of gloves, and a raincoat or cloak. At the signal to start each young man grabs his satchel, and hand in hand he and his partner rush to the opposite goal. Arrived there, he opens the satchel, hands his partner her rubbers, which she puts on, hands her her gloves, which she likewise puts on, holds her coat for her while she gets into it, closes the satchel, raises the umbrella, and, holding the umbrella over her with one hand and the satchel with the other, runs with her back to the starting point. Arrived there, he must close up the umbrella, open the satchel, help his partner out of the coat, take the gloves and rubbers as she drops them, and put them all in the satchel, closing it up.

RELAY STRING-WINDING.

The company divides into two groups, lining up in two lines, one player behind the other. Two balls of string are needed and two sticks on which to wind the string. One each of these is handed to the head player in each line. At a given signal each drops the ball to the ground and begins to wind the string on the stick. A leader stands out in front of the two lines and directs the game. When he taps a bell or blows a whistle the player winding must pass the stick to the player immediately behind and rush to the rear of the line. Each player winds

feverishly when the stick is handed to him, the idea being to see which side can first get its ball of cord wound on the stick. The leader should signal for a change every minute or half minute. Tangles must not be wound on the stick, but must be untangled before proceeding with the winding.

SPANISH RELAY.

Teams of five or more may contest in this relay. Two canes or closed umbrellas are needed, or as many as there are teams. These are rested on the floor or ground by the first man on each team. Both hands are placed on top and the forehead rested on the hands. In this position, at the signal to start, each leader is required to turn around four times without lifting the cane from the ground. He must then stand suddenly erect and run to and around a tree, chair, or pole some short distance away, and back to his own group, handing the cane to the next man in line, who immediately goes through the same process. The first team finishing, of course, wins. The actions of some of the runners will be worth going miles to see.

THE SIAMESE LANGUAGE.

The young people one at a time, or, if the crowd is large, several at a time, are brought before the teacher to learn this difficult language. All others are excluded unless they are already familiar with it. The pupil is brought in and led to a seat opposite the teacher, who will proceed to ask if they have ever studied Latin or French, explaining that the Siamese language is taught by the method of induction, the pupil learning a basic sentence, after which the rest of the language comes easy, so that the next time the pupil meets the Siamese twins he may be able to converse with them in their native tongue. He now requires the pupil to repeat after him, one at a time, the following syllables: "O-WA (*a* as in *father*) -TA-GOO-SIAM." Now the pupil is asked to repeat these by coupling two syllables, "OWA-TAGOO-SIAM." Then the pupil is asked to repeat the entire sentence, practicing it for smoothness. Let him repeat the sentence several times, the teacher encouraging him by saying, "That's right," or something of the sort. Ask him now if he can interpret it, if he hasn't already caught on. It may

take him quite a while to realize that he is saying, "O what a goose I am!" As the pupils learn the language they are privileged to stay in the room and witness the teaching of those who follow.

SPOON PHOTOGRAPHY.

Players sit in a circle. The photographer leaves the room, and one of the players is chosen to have "his likeness took." The players also choose some one from the crowd to hold the spoon in front of this person for a moment, handing it to the photographer on his return. He polishes the bowl of the spoon, passes it around, reflecting several faces in the bowl, and finally names the one chosen in his absence, stopping when that person's face is reflected in the spoon. A confederate is necessary for this stunt. This confederate assumes the exact position of the player chosen. The photographer, of course, pretends to see the image in the spoon.

SILENT QUAKER.

The company is seated in a circle. Each whispers to the other some absurd thing to do. When each has his commission, the leader announces: "The meeting has begun." All join hands and solemnly shake them, after which no one may speak or laugh. Each one in turn now performs his stunt with solemnity. A penalty is inflicted on any one who laughs or speaks. One might be commanded to sing, another to make a speech, another to make love, rock the baby, etc. All must be done in pantomime.

THREE QUESTIONS.

A person is sent out of the room. While he is gone the rest decide on three questions, to which he must reply "Yes" or "No" before he knows what the questions are. When he returns he is asked if he will answer the first question "Yes" or "No." As soon as he indicates his answer he is informed what the question is. The other questions must be answered in the same manner.

THREE-LEGGED RACE.

The right leg of one boy is tied firmly to the left leg of another just below the knee and again at the ankle. Each boy

and his companion, at the word "Go," start forward or try to do so. The two reaching the goal first are winners.

THREE PENCILS.

Three pencils are placed on the floor in a row. The leader announces that he can leave the room and on his return tell which one of the pencils any one person in the room may touch. He does this through the aid of a secret confederate, who tips him off by the position of his thumbs. This confederate sits with hands folded. If the pencil to one side has been touched, one of the thumbs will indicate this by being crossed over to that side. If the middle one is touched, the thumbs are extended straight out together. If the pencil to the other side, then the other thumb is crossed over, indicating the one. This may be varied by use of the feet in the same manner.

THE "TATTLER."

Make a monthly newspaper a feature of your social or business meetings, or you could issue the *Tattler* on Stunt Night at the conference or assembly. Appoint an editor in chief and staff. Each of the staff will be assigned definite responsibility in the make-up of the paper. The *Tattler* will carry newsy items about the League and its members, making clever hits on some of them. It will have a joke column, giving the jokes a local flavor, editorials, humorous or otherwise, bits of poetry, burlesque advertisements, police court news, and sporting page. The news items will be "faked," of course. There will also be a Beatrice Barefacts column, where questions of lovelorn young people get attention. The paper is not to be printed, but written and read to the assembled company. If used at the monthly social or the business meeting and cleverly done, it will become a feature looked forward to with much interest by the Leaguers.

TELLTALE TUMBLER.

Place a tumbler on a table. On top of it place a coin, handkerchief, or something else suitable. Tell the company that you'll leave the room while some one removes the coin or handkerchief from the tumbler. When instructed to do so you will come back, and the tumbler will tell you who removed the coin or

handkerchief. Each one on your return must walk up and put the forefinger of the right hand on the tumbler. When they have all done so, you will hold the tumbler to your ear and listen intently. After a moment of this you walk directly to the person who has removed the coin or handkerchief and ask for it. The secret lies in the fact that a secret confederate always places his finger on the tumbler immediately following the guilty person.

WATCH TRICK.

Ask some person to think of some number on the dial of a watch or clock. Before a large crowd you might use a cardboard imitation of the face of a watch. Tell the person selecting the number to count as you tap on the face of the clock, beginning to count at the number next succeeding the one selected and counting to twenty, letting you know when twenty has been reached. Thus if "five" is selected, he counts "six, seven, eight," etc. You will be pointing at the number selected when twenty is reached. You must count also as you tap. It does not matter on what numbers the tapping is done up to seven in your count, but on eight you must start at twelve and tap in reverse order, thus: Twelve, eleven, ten, etc. When twenty is reached in the count of the person selecting the number, invariably you will be pointing to the number selected.

WHISTLING CONTEST.

A boy and a girl represent each side in this contest. The partners are placed at opposite sides of the room, and each boy is given an envelope containing the name of some well-known song. At a given signal he breaks open the seal, reads what is on the paper, runs across the room to his partner, and whistles the tune of the song in her ear. As soon as she recognizes it she must write it on another slip of paper in her possession and hand it to him folded. He immediately returns to the starting point. The boy returning first with the correct title of the song he whistled written on the paper is winner.

YANKEE DOODLE DOMESTICS.

Persons appear on the platform in old-fashioned or ridiculous costume. Each begins doing some bit of housework. One will

dust, another sweep, another pretend to wash dishes, passing the imaginary dishes along to another, who goes through the motions of wiping them, another washes clothes, another scrubs the floor, another kneads dough, etc. All this is done to the accompaniment of "Yankee Doodle" played on a piano. The players begin slowly, increasing their speed as the music becomes faster and faster, until every one is at high speed, when the music gradually slows down until each person is barely moving, finally coming to a dead stop.

CHAPTER XVIII.

RELAYS.

1. *Spanish Relay.*—(See "Stunts.")

2. *All-Up Relay.*—Have two or more teams of five or more members each contest. Opposite the first man on each team and across the room is drawn a circle about two feet in diameter. Inside each of these circles stand three Indian clubs or long bottles. At the signal to go these men run to their respective circles and set the clubs or bottles just outside, returning immediately this is accomplished and "touching off" (slapping outstretched hand) the man next in line. This man has moved up to the starting point, and immediately on being "touched off" starts for the circle and replaces the clubs or bottles within the circle. And so on until all the players of one team have completed the course. A player is compelled to have all the clubs or bottles standing upright before he can run back to the starting point. Should one fall, he must go back and set it up before he can proceed further.

3. *Blackboard Relay.*—Two or more teams. The last player in each line runs to the board and writes one word. When he returns he hands the chalk to the one immediately in front of his position. This player writes another word, and so on till all the players have run. The words written must bear some relation and form a sentence when finished by the last player to run. This player must also punctuate it before he returns. Twenty-five points are allowed for speed, twenty-five for spelling, twenty-five for writing, twenty-five for punctuation and grammatical construction. This game may be varied by having the participants hop to the board and write one letter each of a given word. In this case the side first writing the word and returning to the starting point wins.

4. *Hopping Relay.*—Two or more teams line up their players behind the starting line. At the signal they must hop to a goal line some ten or fifteen feet away, touch the goal with the hands, and hop back to "touch off" the first player in line, who proceeds to do the same thing, and so on. The team whose last player reaches the starting line first wins.

5. *Shuttle Relay.*—Half the players for each side line up at opposite sides of the room, of course. The first players start from one side, hopping the distance and tagging the first of their teammates on the other side. This teammate hops back to opposite side and "touches off" the next man in line, and so on. The idea is to see which team can have all its players finish the course first in this manner.

6. *Japanese Crab Race.*—The players line up behind the starting line in several single files, each team with the same number of players. Opposite each line is a circle at a distance of about ten yards. The players have to race backward on all fours to the circle, stand erect, and rush back to touch the outstretched hand of the next teammate as he crosses the line. The start is made by the first player in each line getting in position, with heels on the starting line, and back to the circle for which he is to run. The next player in line immediately gets into position when his teammate starts back for the touch-off. This race may also be run without using the relay idea. In this case a team scores a point each time its contestant is victorious over an opponent in reaching the circle on all fours. No return is necessary. The next two players start immediately the first two are out of the way, and so on until every one has had a chance to display his skill.

7. *Chair Relay.*—Two long rows of chairs. The leaders on each side run around their own rows and back to their places. On their return, as soon as they are seated, the second player runs around the chairs, including the leader's chair. Then the third and so on.

8. *Spoon Relay.*—Two rows of players line up, facing one another. Two tables are placed between the rows at either end of the line. Six spoons are placed on each table. Each person in line grasps with his left hand the right wrist of the person to his left, leaving the right hand of each person free. The leaders at opposite ends of the opposing sides at the signal start passing spoons, one at a time, down their respective lines. The side able to pass the spoons down and back first wins. Only the right hands can be used, and the line must not break hold anywhere. If a spoon drops, to avoid breaking grips the whole line must stoop while it is picked up.

9. *Barrel Hoop Relay.*—Four contestants from each side. Each team is given a barrel hoop. At the signal to "Go" the first

player for each team passes the hoop over the entire body, steps out, and passes it on to the next, who repeats the performance, then passing it on to the third, and so on.

10. *Folding-Chair Relay.*—The teams line up, four contestants for each team. A folding chair is placed unopened on the goal line Each contestant, running from the starting point, must run to the chair, open it, sit on it, close it, get back to the starting point, and "touch off" his teammate, who is to run next. The team whose last contestant sits in his team's chair wins. The others may fight it out for second and third places.

11. *Apple Relay.*—Have four contestants for each of several teams. The leader of each team is given an apple. At the signal to start the leader pares the apple; the second one cuts it in halves; the third quarters it and cuts out the core; the fourth eats it and crows like a rooster to indicate that he has finished.

12. *Yankee Doodle Relay.*—Have four girls and four boys represent each team. Each girl is provided with a glass half full of water, and a teaspoon. At the signal to begin the first girl on each team begins feeding her partner the water, teaspoonful at a time. As soon as this couple finish they must sing a verse and chorus of "Yankee Doodle," at the end of which the next couple may begin to do away with the water, and so on down the line. The team finishing first marches around the other team, singing "Yankee Doodle." Where more than two teams are contesting, the teams may march about the sides still engaged in the order in which they finish.

13. *Weaver's Relay.*—Two or more circles, with same number of players in each. Players clasp hands. One on each team is chosen as starter and drops back. At the signal each starter begins racing, going into the circle under one pair of arms and out through the next, and so on all the way around till he reaches his own place, when the player to his right begins. The circle whose last player returns to his position first wins.

14. *Penny Relay.*—Divide the company into two equal sides, with an uneven number of players on each side. Let them sit in two lines, facing one another. At either end of both lines have tables. On the table by the leader of each line are five pennies. At a given signal each leader picks up a penny and puts it in the hands of the next player. This player must stretch his hands straight out in front of him, with palms up and close together. The next player now picks it up from the outstretched hands and places it in the outstretched hands of the fourth player.

Thus every other player sits with outstretched hands, making no move to help the progress of the pennies. Soon each leader will have all five pennies on their way to the other end of the line. The last player to receive them places them on the table at his end and, after getting all five pennies on the table, starts them back up the line. The first side getting the pennies home wins.

15. *Chinese Hop Relay.*—Line up ten players for each team. Arrange as many rows of sticks, ten in a row, as there are teams. Place them in easy hopping distance. Have the teams lined up behind the starting line, which may be several yards from the first stick. At the signal the first player in each line hops from the starting line and over all the sticks, picking up the last stick, hopping back, and "touching off" the next player, who has moved up to his position. This player must get stick No. 9 in the same manner, and so on. The first team to have all ten of its sticks home wins.

16. *Banana Relay, or Italian Ensemble.*—Have three or four members for each team. Line them up on the platform, facing the crowd. Provide each contestant with a banana. At the given signal the first man on each team peels his banana and eats it. He must them shout, "Vive la Italia! Vive la America!" before his next teammate can begin. The team wins whose last man finishes his banana and shouts as required before his opponents have finished.

17. *Potato Race Relay.*—Put down as many rows of five potatoes each as there are teams. The potatoes should be placed three or four feet apart. The distance will be governed largely, however, by the amount of room you have at your disposal. Have the teams line up at the starting point. Give the first runner on each team a teaspoon. At the signal to go this player starts picking up the potatoes with the spoon and carrying them back one at a time to a chair on the starting line. No use of the hands or fingers may be made to get the potatoes on the spoon, excepting, of course, as the hands are used to hold the spoon. When all the potatoes have been brought back in this manner, the next player on the team picks up the potatoes with his hands one at a time and sets them out. The next player on his return starts out with the spoon to carry them all back. The fourth player sets them out again, and the fifth picks them up with the spoon and carries them back to the chair. Line up a team of girls against a team of boys in this

relay. It may also be run by having the first runner pick up the first potato with the spoon, deposit it in the chair, and hand the spoon to a teammate, who gets potato No. 2, the next getting No. 3, and so on. This race may be run without the relay feature, allowing two or more persons to contest to see which one can pick up and carry all the potatoes in the shortest time.

18. *Hobble Skirt Hurdle Relay.*—Run the Hobble Skirt Hurdle Race, as described elsewhere, in relay fashion, with teams of three or four each contesting

19. *Walking Relay.*—No running allowed. Teams of five or more. All contestants walk to a given point and back, "touching off" the next teammate as they reach the starting line.

20. *Cracker Relay.*—As described in the "Track Meet Social."

21. *Overhead Relay.*—Have two or more long lines of players, with the same number in each line. Give the leader of each line a basket ball, volley ball, or bean bag. At the signal to go each leader passes the ball back over his head, and so on down the line it goes. When the last man in line has received it, the line reverses, and he starts it back down the line in the same manner, with the overhead pass. Each player must handle the ball. The idea is to see which team can pass it down and back to the leader first.

22. *Bean Bag Relay.*—Two teams. They line up, facing one another, with at least five yards between the lines. All players are seated but two. These two, one for each side, stand midway between the chairs at either end of each line and some several feet in front of the line. Each has a bean bag. At the signal to go this middleman, whom we will call No. 1, throws the bean bag to No. 2, at one end of his line of players. No. 2 immediately on the word "Go" has assumed a standing position. He catches the bean bag and rushes to take No. 1's position as middleman. No. 1, immediately on throwing the bean bag, runs to the other end of his line and seats himself in the end chair, all the players having moved up one seat as soon as No. 2 went to the middle. No. 2 proceeds to throw to No. 3 as soon as he reaches the middleman's position, and then rushes to the other end while No. 3 takes his place as middleman, and so on it goes. The idea is to see which team can go all the way around and get the original middleman back to his position first. All players must catch the bean bag while in standing position.

23. *Stride Ball Relay.*—Here's a relay for boys. Two or more lines of players stand straddle. The leader of each line is given a basket ball, football, volley ball, or bean bag. He passes the ball back between his feet. When it gets to the end, players reverse and pass it back to the leader. Each player must handle the ball.

24. *Right-Left Relay.*—Two or more lines of equal number of players, with line-up similar to "Overland Relay" line-up. The leader passes the ball, or whatever may be used, back from his right side, half turning to do it and using both hands in passing. The second player then passes it from his left side, the next right, and so on. Reverse and send back in same manner.

25. *Lemon Race Relay.*—As described in the chapter on "Miscellaneous Stunts."

CHAPTER XIX.

GET-ACQUAINTED STUNTS AND GAMES.

Get Acquainted.
To Get Partners.
Forfeits.

GET ACQUAINTED.

Zip.—Seat the company in a circle. One player stands in the center. Each player in the circle acquaints himself immediately with the name of the person to his left. The person in the center points his finger at any one in the circle and shouts: "One, two, three, four, five, zip!" While he is thus shouting the person to whom he points must say the name of the person to his left before "Zip" is said. Failing to do this, he must exchange places with the player in the center. The game continues and should move rapidly.

Mixed Quartets.—Copy and cut into four pieces two or more lines of some familiar song. Distribute these pieces through the crowd and have them match until each group is complete. Have them render their songs, it matters not if there isn't a singer or musician in the group. All in the group must take part. After each group has performed, let them sing together, each group singing its own song. This will be horrible, of course, but it will be lots of fun just the same.

Circle Shake.—Players form a circle. One person is designated to start off by shaking hands with the person to his right and proceeding on around the circle, shaking hands in turn with each one and returning finally to his place. The next person to him follows him, and the next, and next, and so on, each shaking hands and giving his or her name, until every one in the circle has been around once.

Song Scramble.—Give out songs cut so that two lines appear on each slip. The players scramble about until each group has its song complete; when all groups are completed, in turn they must render their song. A variation of this is to number the slips. Thus all slips of one song would be numbered 1, of another 2, and so on.

Circle Confab.—Get company in two concentric circles, boys on outside, girls on inside. Let them march to music, the circles going in opposite directions. When the music stops, the marchers stop, face one another, and converse till the music starts. If introductions are necessary, of course each introduces himself or herself to the other before conversing. When the music starts up, the players begin marching again. The pianist should make frequent stops, but never long ones. The players may march in the same direction. When the music stops, each man should then move forward one. The game will continue until each person has met and conversed with every other person.

The Jolly Miller makes a good mixing game. It is described in the chapter on "Games."

Grouping.—Have players group by months of birth, by initials of surname, by native States, by height, tall or short, etc.

Number Mixer.—Give each one a number to be pinned in a conspicuous place, then give out slips upon which are written directions, such as the following: "Shake hands with five and nine." "Introduce four to three." "Go to seven and shake hands three ways—Chinese fashion, society grip, and Methodist fashion." "Kneel before eleven and meow like a cat three times."

I. C. Mixer.—Give each guest four sheets of paper marked "Blue Eyes," "Brown Eyes," "Black Eyes," and "Gray Eyes," respectively. They are now instructed to shake hands with every one and write their names on the proper sheet.

Secret Hand Shaker.—Announce that some one in the crowd has been chosen as Secret Hand Shaker. The tenth person to shake hands with that person will get a prize. The thirteenth, twentieth, or any other number may be chosen as the lucky one.

Introduction Committee.—Have an introduction committee for each social to see that every one is made to feel at home and introduced to everybody else. This committee can do wonders in creating that atmosphere of good fellowship so necessary to the making of a successful social.

Pinning on Names.—It is always a good idea in crowds where a number are unacquainted to pin the names of the guests on the lapel of the coat or on the waist, where everybody can see them.

TO GET PARTNERS.

1. *Fish for Them.*—Let the young men one at a time take a pole and line and drop the line over a screen or curtain which covers the door into another room in which the young ladies

are gathered. Some young lady takes hold of the string when it is dropped over and walks out, not knowing until she sees the young man holding the pole who her partner may be. On the other hand, of course, the young man doesn't know what luck he has had until the young lady appears from behind the screen.

2. *Shadow Auction.*—Gather all the girls into one room and the boys into another. Tack a sheet across the doorway between; set a lighted candle at proper distance to throw the shadow of each girl on the sheet as she stands back of it. Let the boys bid with beans for them as the shadows appear.

3. Match partners by initials of first names; thus Carolyn and Charles may become partners. All left-overs should try matching initials of last names, then of middle names.

4. (*a*) Let the girls form in line in one room and the boys in another, with no regard to stature. They march in, and the two marching lines meet and come up two and two. (*b*) Have the lines form according to height, the tallest in front and so on down. Now they march in, and the tallest girl becomes partner of the tallest boy, and so on. (*c*) Have the lines form according to stature, the girls with the tallest girl leading and so on down, the boys with the shortest boy leading and so on up. Thus the tallest girl becomes partner to the shortest boy, etc.

5. *"Eye-Spy" Claim.*—Have the girls line up behind an old sheet in which holes for the eyes have been cut. Nothing must show but the eyes. The boys file by, each boy indicating his choice after looking into the eyes showing through the sheet. The girls come out as they are chosen. If not possible to show all the girls at once in this manner, take them in groups.

6. *Blind Choice, or Cupid's Choice.*—Have the girls form in a circle. Blindfold the boys one at a time. Put the blindfolded boy in the center of the circle. Turn him about three times. In the meantime the girls have moved in the circle somewhat. The blindfolded player is directed to point, which he does in any direction he chooses. The girl toward whom he points becomes his partner.

7. Each boy is introduced to a girl. He writes a description of her. These are collected, mixed up, and distributed to the boys. Each boy now seeks the lady described on the paper given him.

8. Give the boys the names of States and the girls the names of capitals. Let each State find its capital.

9. Give boys names of States and girls nicknames of the States. Each State proceeds to locate its nickname:

North Carolina. Old North State.
New York. Empire State.
South Carolina. Palmetto State.
Ohio. Buckeye State.
Connecticut. Nutmeg State.
Delaware. Blue-Hen State.
New Hampshire. Granite State.
Vermont. Green Mountain State.
Pennsylvania. Keystone State.
Louisiana. Creole State.
Illinois. Quaker State.
Indiana. Hoosier State.
Kentucky. Corncracker State.
Massachusetts. Bay State.
Texas. Lone Star State.
Maine. Pine Tree State.
Virginia. Old Dominion.
Tennessee. Volunteer State.
Iowa. The Hawkeye State.

10. Give girls names of cities and boys nicknames:

Cincinnati. Queen City.
New Orleans. Crescent City.
Chicago. Windy City.
Nashville. Rock City.
Philadelphia. City of Brotherly Love.
Pittsburgh. Smoky City.
Washington, D. C. Capital City.
Brooklyn. City of Churches.
Boston. The Hub.
Louisville. Falls City.
Rochester. Flour City.
Springfield. Flower City.
Cleveland. Forest City.
Chicago (see three). Garden City.
St. Louis. Mound City.
Philadelphia (see five). Quaker City.
Indianapolis. Railroad City.
New Haven. City of Elms.
Detroit. City of Straits.

Lowell (Mass.). City of Spindles.

Memphis. The Bluff City.

11. Give boys names of Presidents of the United States and girls their nicknames:

George Washington. Father of His Country.

John Adams. The Colossus of Independence.

Thomas Jefferson. The Sage of Monticello.

James Madison. Father of the Constitution.

James Monroe. The Poor but Spotless President.

John Quincy Adams. Old Man Eloquent.

Andrew Jackson. Old Hickory.

Martin Van Buren. Sage of Kinderlook.

William Henry Harrison. Hero of Tippecanoo.

John Tyler. First Accidental President.

James K. Polk. Young Hickory.

Zachary Taylor. Old Rough and Ready.

Millard Fillmore. Second Accidental President.

Franklin Pierce. The Yankee President.

James Buchanan. The Bachelor President or Old Buck.

Abraham Lincoln. The Rail-Splitter; The Great Emancipator; Honest Abe.

Andrew Johnson. The Third Accidental President; The Independent President.

U. S. Grant. Unconditional Surrender; United States Grant; The Silent President.

Rutherford B. Hayes. The Policy President.

James A. Garfield. The Teacher-President; The Towpath Boy.

Chester A. Arthur. The Chesterfield of the White House; The Fourth Accidental President.

Grover Cleveland. The Man of Destiny.

Benjamin Harrison. The Conservative President.

William McKinley. The Little Major.

Theodore Roosevelt. Teddy; The Rough Rider.

William H. Taft. Bill.

Woodrow Wilson. Woody.

12. Cut out pictures of men or girls such as appear in style books or clothing advertisements. Cut each of these into two parts, giving one part to the girls and another to the boys. Have them match up for partners.

13. Write couplets and cut in two so that there will be one line on each piece of paper. Give these out, the first halves to girls and the second to boys. Let them match for partners.

14. Give each boy and girl a card on which is written the name of some animal. The sets given out to the girls are duplicates of the ones given to the boys. The girls line up on one side of the room and the boys on the other. All the boys imitate in some manner the animals indicated on the cards. Each girl picks out her animal.

FORFEITS.

1. Stand umbrella upon end, with hand on the handle. Let go the handle, whirl around rapidly, and catch the umbrella before it falls to the floor.

2. Blindfold two persons. Start them from opposite sides of the room and tell them to shake hands.

3. Two persons may be sentenced to put on a blindfold. Feed with broken crackers and spoons.

4. *The Knight of the Rueful Countenance.*—The knight must go to every lady in the room. His squire accompanies him. The squire kisses the hand of each lady and then solemnly wipes the mouth of the knight after each performance. The knight must appear grave, neither smiling nor laughing during the round.

5. *Walking Spanish.*—Place two hands on cane or umbrella as in the Spanish Relay. Put head on hands, and in this position turn three times around the cane. Then walk straight to seat.

6. Sneeze five different ways.

7. Smile five different ways.

8. Shake hands with five different persons in five different ways.

9. Laugh five different ways.

10. Snore five different ways.

11. Give at once a four-line stanza, rhyming the words "sweet," "gold," "feet," "old."

12. Sing "Mary had a little lamb" *à la* grand opera.

13. Walk around the room *à la* Charlie Chaplin.

14. Make five different kinds of ugly faces.

15. Make love to yourself as you would like to have some one make love to you.

16. Get on your knees and propose to the girl next to you.

17. Give Patrick Henry's famous sentence, "Give me liberty, or

give me death," five times, each time emphasizing a different word and making a different gesture.

18. Sing "My Country, 'Tis of Thee," dropping every fourth word.

19. Recite "Mary had a little lamb" dramatically.

20. Bow to the wittiest, make "goo-goo" eyes at the prettiest, and kneel to the one you love the best.

CHAPTER XX.

CITY UNION SOCIALS, INCLUDING PAGEANTS.

Surprise Stunts.
"Eats."
A Seasonable Affair.
Birthday Social.
Debate.
A Pageant of Nations.
A Doll Pageant.
A Demonstration Social.
Singsong.
A Writing Game—All Sorts of Ports.
Athletics.
Playgrounds.
The Booth Festival.
The Annual Banquet.
Picnics and Outings.
Pageants.
Punch.

There are four good reasons for City Union socials:

1. They increase the spirit of good fellowship among the Epworth Leaguers of the city.

2. They tend to develop what we might call *esprit de corps*, that "all-pull-together" spirit that means so much to the union's success.

3. They demonstrate methods of entertaining to our workers.

4. They enliven the interest in Union meetings.

SURPRISE STUNTS.

We know one City Union that made a different Chapter responsible for some surprise stunt at the close of each monthly meeting. This feature proved quite popular.

"EATS."

Another City Union felt that "eats" were important enough to have some sort of refreshments at the close of each monthly meeting. Thus on one occasion each person got an apple and a pop corn ball; on another, an ice cream cone; on another, it was frappé and cake. Nothing elaborate or expensive was attempted.

A SEASONABLE AFFAIR.

At one City Union meeting, after the program in the main auditorium, the Leaguers repaired to the Sunday school room. Here

they were divided into four groups, according to the season of the year in which they were born.

Each group gathered at its headquarters, all of which were decorated appropriately. (See Season Social for January.)

They then participated in a "yell-'em-up," the standing broad smile, the cracker relay, the baby Marathon, and an Italian jazz race (blind banana feed). All these stunts are described elsewhere in this book.

BIRTHDAY SOCIAL.

One City Union entertained with a big birthday party. Twelve tables had been arranged by representatives from twelve different Chapters. Each table represented a month. January was a beautiful all-white creation; February featured George Washington and Valentine; March, St. Patrick; April, Easter (a shower effect can also be obtained by cutting long thin strips of white paper and hanging them over the table); May, Maypole, with tiny dolls as the children; June, a profusion of roses; July, patriotic combinations; August, seashore, using a mirror, sand, tiny dolls in bathing suits, toy spades, etc.; September, a pasteboard schoolhouse, with walk, trees, doll school children, etc.; October, Halloween; November, turkey, football; December, Christmas.

Each person was asked to find the table representing the month of his birth. Each group was then expected to put on some stunt.

DEBATE.

Have a debate between representatives chosen at large from the city or between two Chapters. It may be either of serious or humorous nature. For instance, we know one City Union that debated the question, "Resolved, that old maids are of more benefit to the community than old bachelors."

Some Subjects for Debate.

Resolved: That the social side of the Epworth League is of equal importance with the spiritual side.

Resolved: That the Church should urge the shortening by legislation of the hours of labor for workingmen to the lowest practicable point.

Resolved: That home missions are more important than foreign missions.

Resolved: That wealth is a greater hindrance than poverty to the Christian life.

Resolved: That public utilities, such as street railways, lighting and water systems should be owned and operated by municipalities.

Resolved: That the railroads should be operated under government ownership.

Resolved: That the telephone and telegraph systems should be operated under government ownership.

Resolved: That the initiative and referendum should be adopted by legislation as a national policy.

Resolved: That indifference is a greater hindrance to progress and reform than active opposition.

A PAGEANT OF NATIONS.

There are big possibilities in a Pageant of Nations for a City Union. One of the larger churches should be selected for this social affair. It will really be more of a display than a pageant.

Attractive booths should be aranged for different nations. For instance, there might be an African booth, presided over by young men made up as native Christians and a girl in white and gold to represent the missionary. An attractive little African village display can be secured from Smith & Lamar.

Japan's booth could be made very attractive with lanterns, pink paper cherry blossoms, etc. The young ladies presiding over this booth will make themselves up "Japanesey" with kimonos, the use of small fans in the hair, etc.

China's color scheme would be yellow. Elaborate tunics might be fixed up for those who preside over this booth. Possibly you could borrow several Mandarin coats from folks in the town. The gentlemen should wear skullcaps and pigtails, which could be made out of rope blackened and sewed on to the skullcap. Mark imitation Chinese characters in large black figures on yellow paper, which decorates the walls of your booth. A few Chinese lanterns may be used.

France, England, Italy, Turkey, Russia, and Cuba might be represented.

Of course one booth would represent America, with Columbia, Uncle Sam, and a group of soldier boys having charge.

Appoint a general committee to make arrangements and execute the plans. This committee will assign to different Chapters in the Union responsibility for certain booths.

All the curios possible should be gathered to use in the booth displays—charts, posters, neatly arranged pictures, and placards set forth striking missionary facts about each country.

Refreshments may be served at each booth, making a small charge to defray expenses, if necessary. Each booth would serve something in keeping with the country represented. Thus Italy could serve bananas; Japan, tea; China, rice cakes; France, grape juice. Africa could hand out pretty little Epworth League souvenir cards, cut in the shape of the Maltese cross, a bow of white and gold ribbon tied at the top, and some facts as to what the Epworth Leagues are doing for Africa neatly written or printed on them.

A DOLL PAGEANT.

A doll pageant is a possibility. The whole affair would be carried out after the fashion of the Pageant of Nations, the dolls being dressed in native costume for each booth.

A DEMONSTRATION SOCIAL.

A demonstration social might be put on as a City Union feature for social chairman and their committees. The social chairman for the Union would call a preliminary meeting of all Third Department superintendents to plan for the social. In this meeting the plans would be made just as they should be made by social committees for Chapter socials. The City Union chairman should seek to impress every one present with the importance of using the social committees and demonstrate just how it is done. Definite tasks should be assigned each one. For instance, there will be a Committee in Charge of Decoration, a Committee on Refreshments, a Get-Acquainted and Greeting Committee, etc.

As this social is for the purpose of demonstration, you should put on the best one you possibly can.

The plan may be broadened so as to allow attendance of all Epworth Leaguers, not confining it to members of Third Department committees only. Local conditions will govern this.

SINGSONG.

The popularity and use of the community singsong during the war suggests big possibilities along that line in times of peace. An occasional singsong could be made a big social success if a good leader can be secured. Popular songs, the old standard favorites, League "pep" songs, and hymns would make up a program that would mean a rousing good time.

A WRITING GAME—ALL SORTS OF PORTS.

1. What kind of port is suitable for Bolshevists? Deport.
2. What kind of port is fit for kings? Port Royal.
3. What kind of port is suitable for fat people? Portly.
4. What kind of port pleases an Epworth League president? Support.
5. What kind of port tickles a district secretary? Report.

ATHLETICS.

A City Union Athletic Association is another possibility. Baseball and basketball leagues could be organized. Each League would have its baseball and basketball teams. In a large City Union it might be necessary to have several leagues, grouping the Chapters by districts. Or there could be one representative team from each district. A player's eligibility would be determined by membership in the Chapter and attendance upon the devotional meeting at least twice a month.

A tennis tournament could also be arranged to determine the champion tennis player in singles as well as to determine the champions in doubles. Each Chapter would have to conduct its own tennis series to determine on its representatives in the tournament.

In athletics the Epworth Leagues must stand flat-footed for clean sports, and the rivalry, however keen, must be good-natured, else harm instead of good will result. Adopt "clean sports and good-natured rivalry" as your slogan and insist upon them as absolutely essential.

PLAYGROUNDS.

In a city where there are no playgrounds what better service could the City Union perform than to equip and conduct a playground for the youth of the city? Or, as a next best idea, why

not agitate the matter until the city provides playgrounds? An inquiry sent to the Playground and Recreation Association of America, New York, will bring whatever information you may need.

THE BOOTH FESTIVAL.

Some of the City Unions and district organizations of the Epworth League of the Methodist Episcopal Church have an annual affair they call the Booth Festival. The plans for this festival revolve around three centers: First, a District Field Day, to be held the first Monday in September or at any other convenient time; second, some charitable institution, such as a Methodist hospital or orphanage, etc., is selected to be the recipient of the vegetables, fruits, canned goods, etc.; third, preliminary preparation in the individual Chapters, including the planting and cultivation of gardens, berrying parties, soliciting of fruits and vegetables, and preliminary preparation for the athletic events on the big Field Day. Attractive booths are fitted up by each Chapter, displaying its offering of fruits and vegetables as attractively as possible. Or displays may be made by groups of Leagues. Ribbon awards may be made for the best displays. Sometimes the festival idea has been used in connection with the district institute.

A suggested program for the big Field Day follows:

9:00 to 10:00. Assembling of Leaguers, bringing fruits, vegetables, etc., and arranging them in the booths.

10:00 to 12:00. Games and contests, races, etc.

12:00 to 1:30. Picnic dinner and rest hour.

1:30 to 3:00. Conference on plans for fall work, business session, etc.

3:00 to 4:30. Baseball between the two best teams in the district. Basketball game for girls.

4:30 to 5:00. Tug of war.

5:00 to 6:00. Rest.

6:00 to 6:45. Supper.

7:00. Singsong, stunts, etc. An address may be used for the evening's program if desired.

THE ANNUAL BANQUET.

There is much value to the annual banquet idea. Every City Union ought to get together in this manner once a year.

An elaborate menu is not necessary, but the program should be one to arouse enthusiasm to a high pitch.

It is well to steer clear of long-winded gentlemen. In fact, the toastmaster should see to it that every speaker keeps within his time limit. Put no one on the program just to tickle his vanity. Four or five ten- or fifteen-minute speeches full of "pep" and practical ideas are better than three long-winded oratorical efforts. One feature speaker may lend strength to your program, but even he should be expected to say what he has to say in twenty or twenty-five minutes.

Tie the program up to some definite forward movement. The banquet ought to furnish the impetus to swing all your forces out into line, with every League enthusiastic for the fray.

Make good use of Epworth League "pep" songs and yells. Intersperse the evening's program with spontaneous outbursts of this nature.

PICNICS AND OUTINGS.

The City Union should have a big Fourth-of-July picnic, with one or two patriotic addresses, some games, fireworks, balloons, etc.

One City Union had a four days' camp at a suitable near-by place. Here they lived in real camping style, had some institute work on methods every day, possibly a vesper service about the camp fire, and a glorious good time for the whole of the week, with swimming, canoeing, fishing, hiking, and kodaking through the day and music and games for evening entertainment.

Linked up with the picnic idea, a City Union could put on a big Field Day, with contests of all sorts, races, tennis, baseball, etc.

One City Union, located on a river, has an annual moonlight excursion, which is looked forward to as the big social event of the summer. It also serves to replenish the Union treasury.

PAGEANTS.

The pageant method of presenting truth is one of the most effective and beautiful ways discoverable. A City Union could put on even elaborate affairs of this nature.

The Pageant of Methodism is a pretentious undertaking that has been put on successfully by several City Unions. It requires

hard work for successful presentation, but it is very much worth while.

The Pageant of Progress, being a pageant of the Epworth League, is a beautiful little affair. It is not so pretentious as the Pageant of Methodism and does not require nearly so much work. However, it is a very effective presentation of the claims of the Epworth League. It was published in the *Epworth Era* of April, 1918.

Portions of the Pageant of Methodism may be used effectively. "The Home Missionary Barrel," "The First Missionary to the Indians," and other portions will be found useful in short programs.

Missionary pageants are always interesting and helpful. Demonstrations of the value of these pageants for presenting missionary truth in the individual Chapter could be made in the City Union meetings.

The Centenary Conservation Committee is issuing a compilation of the life plays and pageants used at the Columbus Celebration in 1919. By writing to the Central Office information can be obtained on all up-to-date missionary pageants.

For your convenience we suggest a list of pageants and plays that are available:

The Living Cross.—This symbolizes the making of true Americans through the power of Christianity. By H. H. Downey. Published by Epworth League, 740 Rush Street, Chicago, Ill.

The Landing of the Immigrants.—This symbolizes the reception of foreigners through the port of Galveston, one of the gateways through which vast multitudes of Europeans and Orientals are passing in order to enter the Southern States. Time required, thirty-five minutes. Twenty-four characters. By Eleanor Neill. Smith & Lamar, publishers.

The Striking of America's Hour.—A pageant of Christian liberty. This pageant made a profound impression at four large summer conferences where it was presented. Fifty characters. Time, one hour and a half. By Laura Copenhaver. Published by United Lutheran Committee, 844 Drexel Building, Philadelphia, Pa.

A Missionary Musical Pageant.—This is a picture play contrasting the characteristic life of childhood, girlhood, and motherhood of the races of the world. It will require symbolic music, verse, and living pictures. Ten or twenty-three characters. Time, one hour and a half. By Laura Copenhaver. Published

Woman's Foreign Missionary Society, Presbyterian Church, 501 Witherspoon Building, Philadelphia, Pa.

Sunlight or Candlelight.—This describes the visit of a wealthy New York girl to a small village in the interior of Japan. This visit taught her not only much about Japan, but about Christian America. Five characters. By Helen Willcox.

Waiting for a Doctor.—An interesting dialogue presenting the medical needs of different lands. It is to be given by eight girls of intermediate age or older. By Mrs. E. C. Cronk. Published by Missionary Education Movement, 160 Fifth Avenue, New York.

Two Thousand Miles for a Book.—An entertainment based on the book "Winning the Oregon Country," by Farris. Twelve characters. By Helen Willcox. Missionary Education Movement, publishers.

Robert and Mary.—This represents a bit of the courtship of Robert and Mary Moffat. (Read "The Moffats," by Hubbard.) Fifteen characters. By Anita B. Ferris. Missionary Education Movement, publishers.

Granny of the Hills.—This depicts the sacrifice of "Granny" of the mountains in her interest in the education of her grandson. Fifteen characters. By Belle Clokey. Missionary Education Movement, publishers.

Larola.—This represents an incident in the life of a Hindu woman who broke caste to marry a Christian teacher. Eight characters. By Helen Willcox. Missionary Education Movement, publishers.

Kajundu.—A story of native life in Africa. Fifteen characters. By Helen Willcox. Missionary Education Movement, publishers.

Slave Girl and School Girl.—Simple incidents in the home life of a well-to-do-Chinese bookseller. Both humor and pathos are interwoven in the story. Seven characters. By Helen Willcox. Missionary Education Movement, publishers.

Broken Chains.—This represents the romance of a Turkish girl who broke the chains of custom for an education and true love. Ten characters. By Nellie Dodd. Missionary Education Movement, publishers.

The Heroine of Ava.—The story of the devotion of Mrs. Judson in Burma during the prison experiences of her husband. Twelve characters. By Helen Willcox. Missionary Education Movement, publishers.

The Canvassers and Mr. Brown.—A dialogue on the every-mem-

ber canvass, suited to rural Churches. By Ralph Felton. Missionary Education Movement, publishers.

The Test.—A story in blank verse of life among the Mohammedans, portraying the strength of character of a Christian missionary and a convert. Six characters. By Helen Willcox. Missionary Education Movement, publishers.

The Pilgrimage.—A thrilling story of the first day of the Moslem pilgrimage to Mecca. It gives a true picture of Mohammedanism and the difficulties and dangers of work on "the firing line of Christian missions." By Helen Willcox. Missionary Education Movement, publishers.

A Pageant of Democracy.—A patriotic representation of America as the champion of Christian democracy for all nations. Twenty-two characters. By Katherine Mullaly.

Wang May.—The story of a Chinese girl converted to Christianity. The last scene shows the interior of a Christian hospital and gives a clear idea of an excited Chinese mob. Time required, one hour and a half. By Dr. J. D. Trawick. Smith & Lamar, publishers.

A Pageant of Brotherhood.—This is to show the interdependence of people of all lands. It requires the participation of one hundred children and young people from all departments of the Church. By Anita Ferris. Missionary Education Movement, publishers.

Livingstone Hero Plays.—Four dramatizations for Juniors of "Livingstone Hero Stories," by Susan Mendenhall. By Anita Ferris. Missionary Education Movement, publishers.

Native Melodies.—Eight-page pamphlet containing songs in the native languages of mission fields, with English translations. Words and music. Included are folk songs, chants, hymns, lullabies, etc. Their use introduces a unique feature into missionary gatherings of any sort.

The Pageant of Darkness and Light.—The words and music of the great pageant given at "The World in Boston," etc. The pageant consists of four main parts, which show the triumph of the divine light over darkness in the four quarters of the earth—the Arctic, Africa, the Orient, and the islands of the sea. This pageant can be given only by community effort. A City Union might undertake it with success. By John Oxenham.

Contrasts in Childhood.—A children's pageant first presented at the summer school at Northfield, Mass. Directions for presentation are carefully outlined. One feature is the singing of

"Jesus Loves Me" in the native tongues of India, Japan, China, Korea, and Armenia. By Helen Calder.

The Hour of Waking.—A Chinese pageant by Marion Manley. This pageant was one of the most effective produced at the Columbus Celebration in 1919. It portrays China as the "Sleeping Giant," a nation of great potentialities dormant. It is a fine dramatic production.

The City Beautiful.—To be presented at the eighth World Sunday School Conference in Tokyo, Japan, 1920. The best of sacred music, Biblical language, and artistic grouping make it a specially beautiful and helpful pageant. By H. Augustine Smith.

The Spirit of the Fathers.—A pageant dealing with the history of the leaders and founders of the Methodist Church. A fine production that could be presented effectively by a City Union. The episode on "The Call of the Pagan World" is especially fine. By Anita B. Ferris. Each of the parts of the pageant is published separately.

The India Mass Movement Pageant.—This was produced at the Columbus Celebration and has been revised for local use. It makes a tremendous appeal. At one place thirteen life work decisions followed its presentation. It is so simple that it can be readily produced and is especially adapted to summer conference and City Union programs.

The Seeker.—Produced at Columbus. Suitable for large Churches and City Unions. It requires a large number of participants and is a real masterpiece. It is a study of comparative religions. By Clarice Valette McCauley.

Dinah.—This deals with the early life of the Berbers of North Africa. It is simple and yet of sufficient merit to be produced in any of the better-community playhouses or large gatherings of any nature. A fine dramatic production. By Mrs. Fannie McCauley.

A Broken Needle.—An actual experience in Korea dramatized, showing how medical missions open the way for the reception of the gospel message. By C. T. Collyer.

Indictment of Christian America.—A mock trial. An entertainment program in which American Christians are indicted for having failed to apply the gospel to their national life after having had it for three hundred years. By Charles H. Sears.

(*Note.*—Any of the above plays or pageants may be ordered of Smith & Lamar, Nashville, Tenn.)

PUNCH.

Here is a recipe that makes a delightful drink:

FOR ONE HUNDRED PERSONS.

(In proportion for larger or smaller crowds.)

4 dozen large lemons.
1 dozen large oranges.
2 cans grated pineapple.
1 quart of grape or loganberry juice.
5 pounds sugar.
Add 3 or 4 gallons of water and some ice.
Maraschino cherries may be added if desired.

CHAPTER XXI.

BANQUETS.

Committees.
A Rainbow Banquet.
Japanese Garden Banquet.
Football Banquet.
Military Banquet.
An Indian Banquet.
An Aviation Banquet.
A Birthday Banquet.
Miscellaneous Programs.

BANQUETS.

We once heard a speaker, in arguing for Church banquets, facetiously remark that, as people sleep in the church, he could see no good reason why they should not eat in the church. And, after all is said, maybe if there were more eating in the church there would be less sleeping. For wisely planned banquets will increase the spirit of good fellowship among the members and enliven their interest in the affairs of the kingdom. A lively interest in the affairs of the kingdom will keep them awake to the opportunities for service, which in turn will make them alert to catch the message from the pulpit.

Dr. George R. Stuart says that God turned over to the Church four things—namely, doctrine, fellowship, breaking of bread, and prayer. The Church held on to the first and last and turned fellowship and the breaking of bread over to the sororities and fraternities.

Why not get the Council to eat together once a month, each one paying a small sum to defray expenses? A lunch committee could take care of all preparations. Or each one could bring some sort of picnic lunch, or sandwiches and coffee might be served. It is easy to do if you want to do it.

Why couldn't department committees get together in the same manner to plan the committee work? What better way could you devise to arouse department enthusiasm and good fellowship? *There is only one social committee, but every committee ought to be a sociable committee.*

We believe each Chapter or Sunday school should have its annual get-together banquet. Elaborate menus are not necessary. But the value of getting around the banquet table to discuss the work of the Master cannot be too strongly emphasized.

At these annual affairs attractive menu cards should be either printed or hand-made, if the printing seems too expensive.

COMMITTEES.

The following committees should be appointed to take charge of certain phases of the work attendant upon getting up an annual banquet:

The Menu Committee is a very important one, and this responsibility should be in the hands of capable persons. This committee must have at least two meetings. In the first meeting suggestions on menus are made and discussed, and different ones are appointed to see what prices they can get on certain things. At the second meeting reports are made and final decision is made on the menu, after discussing cost, number likely to be present, etc. A definite report on the number to be present should be required a day or two before the banquet.

The Decoration Committee takes care of this important feature, making the tables and surroundings as beautiful and attractive as possible.

Committee on Table Arrangements.—This committee has the job of seeing that enough tables are provided and decides in consultation with the Committee on Decorations about the arrangement of the tables. For instance, they may arrange them in the shape of a Maltese cross or of the Roman cross, or they may form the initial letter of the name of the president of the Chapter or the pastor, or the initials "E. L." may be formed.

The Committee on Program and Music performs the important function of arranging the program, getting the speakers, music, etc.

A Ticket Committee should be appointed to distribute or sell tickets. This committee should be ready to report on the number accepting invitations or buying tickets at least a day before the banquet occasion. This is absolutely necessary so that the Menu Committee will know for how many to prepare.

The above plan presupposes that the food is to be prepared and served by the Epworth Leaguers.

Another plan is that of getting a local caterer to serve the banquet at the church. The same committees would be necessary as in the first plan, but the duties of the Menu Committee would be much lighter. This committee will get prices from several caterers before making its decision.

Still another plan is to hold the banquet at a hotel or other banquet hall at so much a plate. In this event the Menu Committee gets menus and prices from several hotels before closing a contract.

A RAINBOW BANQUET.

Let the seven prismatic colors form your color scheme. Make a huge rainbow over to one side. Use crêpe paper in prismatic combination to make long streamers reaching to the tables, etc. Have seven speakers on your program for five-minute talks on the following themes:

1. The Violet's Message (fellowship, constancy) or Royal Purple (the kingship of Jesus in our lives).
2. True Blue, or Dark Blue Thoughts (a pessimistic speech that will jolt).
3. Sky Blue, or Across the Blue (missionary special).
4. Green Leaguers.
5. Who's Yellow? (Outline of big plans and challenge of big job.)
6. Orange Hopes (vision of possibilities).
7. Seeing Red (calling for the fighting spirit), or Everything's Rosy (an optimistic speech expressing confidence in the outcome).

(*Note.*—We have suggested two possible themes for most of these toasts. Select the ones that suit your purpose best.)

Or these themes may be used with only four speakers on the program:

1. At the End of the Rainbow.
2. Some Rain Must Fall.
3. Silver Linings.
4. What's Your Color?

JAPANESE GARDEN BANQUET.

This banquet was held on a spacious lawn in the good old summer time. The tables were arranged in square formation, with a small square table in the center of the inclosure, at which sat the toastmaster and speaker. Near this table was a post, from the top of which wires were stretched to the four corners of the square. On these wires were strung Japanese lanterns. The Japanese effect can also be carried out in the table decorations, using Japanese umbrellas, dolls, etc. Tiny Japanese

fans may serve as place cards or souvenirs. This idea is just as easily adapted to the indoors.

FOOTBALL BANQUET.

Here is one for the football season. Tables at either end of the room represent the two goal lines. Tables on the sides may represent the side lines. Over each of the end tables is suspended a goal post, and suspended between the posts and just over the bar of one of these goals is a football, representing a goal kick. If given in honor of the town's high-school team, and it would not be a bad idea to have the Epworth League thus honor the lads representing the local school on the gridiron, the school colors would furnish the color scheme for your decorations. The place cards could be of football shape. Topics for toasts:

"Keeping Fit."
"Hit 'Em Hard."
"Teamwork."
"Over the Goal Line."
"Thoughts on Tackling."

THANKSGIVING BANQUET.

The tables are arranged in clover leaf style, with groups of three round tables each. On each table is a large cornucopia, from which streamers of ribbon (or strings) go to each plate, white for the girls and gold for the boys. Each guest pulls his or her streamer and finds at its end an English walnut shell tied together by a bit of ribbon. Inside is a toast jingle to be read to the company.

MILITARY BANQUET.

The decorations may include some of the war relics the boys brought back from France. A miniature white tent, with pasteboard soldiers standing guard, may grace the speaker's table. Red, white, and blue, of course, will be the color scheme. Small American flags might be stuck in apples and these suspended above the tables. If croquettes are served, stick a tiny flag in each one, or the flags may decorate each dish of ice cream. The following toasts might be given:

"Make It Snappy."

"Camouflage."
"Keep Step."
"Over the Top."
Other suggested topics are:
"Attenshun!"
"As You Were."
"Rest."
"Can't Get 'Em Up."
"Taps."
Sing some of the songs popular during the war and be sure to have beans somewhere in your menu.

AN INDIAN BANQUET.

Here is a banquet for a fall occasion. Decorate the room with branches of trees, shocks of corn, etc. Red will be the color scheme for table decorations. On the speakers' table put up a miniature tepee with a tiny camp fire (made by the use of a small electric globe, some red tissue paper, and a few sticks) and an Indian doll. Have some big idea you want to put across with a "whoop." Give each girl guest a turkey or chicken feather to wear in her hair. Each boy should be supplied with a cloth band with one feather sewed upright on it. This he is to fit on his head and wear during the evening's fun. Have Indian music, popular and classic, featured in the evening's program. "Indianola" and "My Pretty Rainbow" are types of the popular music desirable. "Land of the Sky-Blue Water" (Cadman) would make a good vocal solo number. "By the Waters of Minnetonka" (Lieurance) is another beautiful solo number. Other numbers are: "Lullaby" (Lieurance), "A Sioux Serenade," and "Aooah" (Love Song). Suggested topics for toasts are as follows:
"Camp Fire Meditations."
"Heap Much Pep."
"The War Cry."
"No Talk 'Em, Do 'Em."

AVIATION BANQUET.

Here is another possibility. Use plenty of toy balloons in decorating. Borrow several miniature aëroplanes to place on elevations on the tables or to suspend over them. Sky blue and white should be the color scheme. Suggested topics for toasts are:

"Flying in Formation."
"More Gas."
"Hitch to a Star."
"A Successful Flight."
"Give Her the Gun!"

BIRTHDAY BANQUET.

Have twelve tables, each decorated appropriately for one of the months of the year. Celebrate the birthday of the local Chapter in this manner.

Still another birthday idea is to observe the anniversaries as they are observed for weddings, thus having a wooden anniversary, for instance, on the fifth birthday of the League, with toasts on "Wooden Heads," "Great Oaks," "Wood You?" etc. These aniversaries are as follows.

First year. Cotton.
Second year. Paper.
Third year. Leather.
Fifth year. Wooden.
Seventh year. Woolen.
Tenth year. Tin.
Twelfth year. Linen.
Fifteenth year. Crystal.
Twentieth year. China.
Twenty-fifth year. Silver.
Thirtieth year. Pearl.

Then there might be a Washington's Birthday Banquet, or a Harvest Home Banquet, or a New Year's Banquet, or a banquet for any of the holidays. A Bluebird Banquet is another possibility.

Some topics used in banquet programs are given with the thought that they might prove suggestive. Be sure always to let the speakers you invite know just what you expect of them. Drive at some definite purpose in each banquet occasion.

Program No. 1.

"Seeing Things."
"Sparks from a Leaguer's Anvil."
"Time Is Fleeting."
"Listen to Me."

PROGRAM No. 2.

"Heroes of Early Methodism."
"Telltale Shadows."
"Pulling Together."

PROGRAM No. 3.

(Washington's Birthday.)

"Wha'd'ye Mean Possibilities."
"Quitcher Kickin'."
"Building Air Castles."
"Ax Me."
"Just Twigs, That's All."

PROGRAM No. 4.

"Soaring."
"The Challenge."
"Speed Away."
"The Tie That Binds."

PROGRAM No. 5.

"Love of Youth."
"Joy of Being a Leaguer."
"Why I Should Like an Epworth Leaguer for a Wife."
"Loyalty."
"Beauty."

PROGRAM No. 6.

(Projecting a Building Campaign for a Men's Class.)

"Men and Money."
"Yucan Town."
"Brick and Mortar."

PROGRAM No. 7.

(Using the automobile idea in two of the themes.)

"Yes, We Did."
"In High."
"Blowing Bubbles."
"The Semaphore." (Stop! Go!)

CHAPTER XXII.

PLAYS, CANTATAS, AND OPERETTAS.

The play of children testifies to the naturalness of the dramatic instinct. Playing house, store, church, conductor, horse, Indians, school, circus, etc., are all of imitative and dramatic nature. For the Church to ignore this instinct would be unwise, to say the least.

The drama was born in a religious atmosphere. "The Greek drama," say Beegle and Crawford in "Community Drama and Pageantry," "took its rise in village and folk ceremonial festivals in honor more particularly of the god Dionysus. . . . Even down through the period of the great dramatists Æschylus, Sophocles, and Euripides, drama was still a religious ceremony."

The same thing was true in England and France, where the drama found its beginning in the old miracle and mystery plays of the Church.

It was when the drama was taken out of the Church and commercialized that it became a source of evil mixed with the good.

The popularity and use of pageants and life plays indicate that the Church is again awakening to the value of the drama in presenting its truths. It also indicates a healthy interest in the moralizing and development of the dramatic instinct in its young people. The value of plays, pageants, and cantatas may be stated briefly as follows:

1. They give the young people a chance to exercise the natural dramatic instinct under the proper direction, thus forfending them against its perversion.

2. Plays, pageants, and cantatas that employ large numbers of young people in their production have a wonderful value in awakening and developing the spirit of good fellowship. The social value of such affairs cannot be overestimated.

3. They develop teamwork. The young people get the spirit of pulling together in big undertakings.

4. They draw into the circle of the Church's influence young people who might not be so easily attracted in any other way. We speak from personal experience. It was when an Intermediate League put on the "Merry Milkmaids," and some one in-

vited him to take part, that the writer became interested in Epworth League work in earnest. He discovered what a fine, jolly bunch the Epworth Leaguers were and joined their Chapter. Later came conversion, joining the Church, and a deep interest in the work of the kingdom.

5. Pageants and life plays present truth in the most effective manner. There is real educational value in dramatic presentations.

We suggest a list of classified plays, cantatas, and operettas for the sake of those young people who desire suitable entertainments of this sort.

Operettas, Musical Comedies.

The Old Songs.—A musical sketch in one act, by Catherine Fuller. Thirteen males, ten females. Time, fifty minutes. Costumes, partly modern, partly time of our fathers and grandfathers. Penn Publishing Company, 925-927 Filbert Street, Philadelphia, Pa.

Bonnybell, or Cinderella's Cousin.—Musical play for young people and children. Seven principal characters, knights, ladies, attendants, etc. Time, one hour. Libretto by Emma C. Voglesong, music by W. C. Farrar. T. S. Denison & Co., 154 West Randolph Street, Chicago, Ill.

The Captain of Plymouth.—A comic opera in three acts. Ten male and nine female speaking parts, with any number for chorus work. Founded on "The Courtship of Miles Standish" and proclaimed the best amateur comic opera on the market. By Seymour S. Tibbals and Harry C. Eldridge. Eldridge Entertainment House. Right of presentation can be secured by purchase of 15 copies.

Pocahontas.—Musical burlesque in two acts. Five males (and chorus of braves), John Smith, John Rolfe, Mahogany, a gentleman of ebony finish; two females, Pocahontas and Ann Eliza Brown. The old story of Pocohontas done in laughable fashion. By Welland Hendrick. T. S. Denison & Co.

Pocahontas.—A comic opera for amateurs, based on the well-known story. Plenty of clean fun and singable music. Five males, five females, and chorus. By Edmonds and Johnson. Eldridge Entertainment House.

Merry Milkmaids.—An easy and popular amateur operetta.

Large caste. Plays whole evening. Costuming easy. By Charles H. Gabriel. Eldridge Entertainment House or Fillmore Music House, 528 Elm Street, Cincinnati, Ohio.

Pauline.—Another easy and very popular operetta. Six females, twelve males, and chorus. Plays whole evening. By Charles H. Gabriel. Eldridge Entertainment House or Fillmore Music House.

The Realm of Time.—Musical allegory. Introduces the months, seasons, the muse of history, etc. Adapted to popular airs. May introduce characters as desired, from ten to twenty. Introduces the months, Father Time, Fairy Queen, Goddess of Liberty, soldiers, etc. Time, forty minutes. By Nettie H. Pelham. T. S. Denison & Co.

Miss Cherry Blossom.—A snappy new operetta. Japanese setting. Plays whole evening. By M. Dodge and J. Dodge. Eldridge Entertainment House. Ten copies of score and libretto must be purchased.

The Treasure Hunters.—A comic operetta in two acts. Ten singing characters. Complete directions in the score. Costuming and staging easy and picturesque. Plot full of vim and humorous. Time, two hours. By J. S. Fearis. Eldridge Entertainment House.

Yokohama Maid.—A sparkling Japanese opera. Six males, five females, and chorus. By Arthur Penn.

Indian Days.—Musical comedy. Five males, two females, and chorus of braves and Indian girls. Time, one hour. Complete directions for staging, costumes, etc. Book and lyrics by T. L. Sappington, music by Henry B. Vincent. T. S. Denison & Co.

The Corner Drug Store.—Musical comedy. Seventeen males, fourteen females. Time, one hour. Songs and special numbers can be introduced, if desired. By Harry L. Newton. T. S. Denison & Co.

The New Minister.—Musical entertainment. Eight males, five females, and chorus, including Ladies' Aid, Old Maids' Club, etc. By W. T. Bingham and Arthur Radcliffe. Bingham-Radcliffe Company, Millville, N. J. Right of performance granted on purchase of one dozen copies.

Singbad, the Sailor.—An up-to-date comic opera for amateurs. By Alfred G. Walthall. Fillmore Music House, 528 Elm Street, Cincinnati, Ohio.

The Church Fair.—A musical comedy. Four males, eight females, and chorus. By Edith Tillotson and Ira B. Wilson. Lorenz Publishing Company 216 West Fifth Avenue, Dayton, Ohio.

The Suffragettes.—A musical comedy. Seven males, ten females, and chorus. By Harriet D. Castle and Ira B. Wilson. Lorenz Publishing Company, Dayton, Ohio.

A Tale of a Hat.—A musical comedy. Bringing out the humorous possibilities of a choir rehearsal. By Carrie B. Adams. Lorenz Publishing Company.

Those Good Old Times.—A musical comedy. A take-off on the old-fashioned preacher's donation party and the old-time singing school. Many old-time songs and rounds are introduced. By Harriet D. Castle and E. S. Lorenz. Lorenz Publishing Company.

In Days of Yore.—An abridged edition of "Those Good Old Times," omitting the donation party entirely. Lorenz Publishing Company.

Song Tournament.—A cantata introducing the characteristic music of different nations. The idea, a competition of different nations, musically, but all uniting at last under the "Stars and Stripes" in a grand finale. By George F. Root. The John Church Company, Cincinnati, Ohio.

San Toy.—A Chinese musical comedy. By Sidney Jones. The John Church Company.

Fifteen Miles to Happytown.—A musical play in which Dewberry Green agrees to take the delegates to the county convention in his new sight-seeing auto. Easy to arrange on any platform. By W. T. Bingham. Bingham-Radcliffe Company, Millville, N. J.

The Land of Promise.—A musical play containing many humorous situations. Fourteen musical numbers, including "The Church of My Dreams" and "The Land of Promise." By W. T. Bingham. Bingham-Radcliffe Company.

The Mikado.—This opera is a classic of its kind and is not too difficult for amateurs. By Gilbert and Sullivan. Any up-to-date music dealer can secure it for you.

Drama and Comedy.

The Sniggles Family.—Nine females. Twenty minutes of fun. By Ruth Alden. Penn Publishing Company, 925-927 Filbert Street, Philadelphia, Pa.

The Church Bazaar at Mulberry Corners.—Nine males, twelve females. One scene. Time, forty-five minutes. By Ward Macauley. Penn Publishing Company.

The Packing of the Home Missionary Barrel.—Ten females. Time, thirty minutes. By Mrs. H. A. Hallock. Penn Publishing Company.

Deestrick Skule of Fifty Years Ago.—An old favorite. By Mrs. M. H. Jaquith. Penn Publishing Company.

Spinsters' Convention.—Twelve to twenty females and two males. An evening of refined fun. Penn Publishing Company.

The Old Maids' Club.—Comic entertainment in one scene. Two males, sixteen females. Tim, one hour and a half. By Marie Butterfield. T. S. Denison & Co., 154 West Randolph Street, Chicago, Ill.

The Old School at Hick'ry Holler.—Twelve males, nine females. Comic enteretainment in three scenes. Time, one hour and a quarter. By Lutie FitzGerald. T. S. Denison & Co.

Fun on the Podunk Limited.—Nine males, fourteen females. Can be played by less number if desired. The scene shows the interior of a railway coach. It can be easily set on almost any platform, and full description, with illustrations showing the manner of arranging the stage, are given. The farmer and family, grandpa and grandma, woman with bundles, Susie Olson, a Chinaman, etc. Time, one hour and a half. By Mayme Riddle Bitney. T. S. Denison & Co.

Mirandy's Minstrels.—A female minstrel entertainment. A complete ladies' minstrel show, full of novel ideas for costumes, finale, etc. Contains jokes, gags, crossfire monologues, and stump speeches. Ends in a laughable farce, "Mrs. Black's Pink Tea," for ten female characters. By Sophie Huth Perkins. T. S. Denison & Co.

The Birds' Christmas Carol.—Seven males, eleven females, mostly children. Full stage directions are included, and a royalty of from $5 to $10 is demanded. By Kate Douglas Wiggin. Eldridge Entertainment House, Franklin, Ohio.

A Christmas Carol.—Dramatized from Dickens by G. M. Baker. Adapted to one interior scene and introducing tableaux, music, etc. Six males, three females. Time, one hour. Easily arranged. Eldridge Entertainment House.

At the Court of St. Valentine.—For five principal characters

and numerous other minor characters. Can be used by adults or children or both. Time, forty-five minutes. Introduces St. Valentine, Court Jester, Queen of Hearts, the Fairy Love, etc. By Elizabeth M. Cuptill. Eldridge Entertainment House.

Sewing for the Heathen.—Nine ladies. Time, forty minutes. By Walter Ben Hare. Eldridge Entertainment House.

Mrs. Tubbs of Shantytown.—Comedy-drama in three acts. Four males, seven females (five are children). Time, two and a quarter hours. Mrs. Tubbs is a philosopher, and cheerfulness is her creed. By Walter Ben Hare. Eldridge Entertainment House.

Hiawatha.—Dramatization of Longfellow's masterpiece. Complete description of costumes, with illustrations, complete stage directions, Indian music, and other details. Time, one hour. Eldridge Entertainment House.

The Cricket on the Hearth.—From Dickens's story. Three acts. Time, two hours. Six males, seven females. By Smith. Penn Publishing Company.

The Thread of Destiny.—Comedy-drama of the Civil War in three acts. Nine males, sixteen females. Time, two and a half hours. Negro characters supply excellent comedy. By Lindsey Barbee. T. S. Denison & Co.

Down in Dixie.—Civil War play in four acts. Eight males, four females. Time, two and a half hours. Plenty of action and wholesome comedy. By Charles Townsend. T. S. Denison & Co.

An Old-Fashioned Mother.—The dramatic parable of a mother's love in three acts. Six males, six females. Also the village choir or quartet and a group of villagers. Time, two and a quarter hours. By Walter Ben Hare. T. S. Denison & Co.

Jones vs. Jinks.—A mock trial in one act. Fifteen males, six females. Time, one hour. By Edward Mumford. Penn Publishing Company.

The Case of Smythe vs. Smith.—A mock trial in one act. Eighteen males, two females. Time, one hour. An amusing breach-of-promise suit. By Frank Dumont. Penn Publishing Company.

The Sky Riders.—A comedy in three acts. Four males, three females. Time, two hours. An aviation farce. By Thomas L. Marble. Penn Publishing Company.

She Stoops to Conquer.—A comedy in three acts. Seven males, three females. Time, two and a half hours. A standard English

comedy distinguished by purity of tone and keenness of wit. By Oliver Goldsmith. Penn Publishing Company.

Answering the Phone.—Three females. Time, twenty minutes. An Irish maid furnishes some fine comedy. By Elizabeth Guptill.

Mitsu-Yu Nissi, or the Japanese Wedding.—Play of Japanese life in three acts. Six males, six females, servants, etc. Costumes, Japanese. Scenes: Interior of Japanese house and the interior of a small Buddhist temple. A striking, novel, and popular entertainment. T. S. Denison & Co.

Wax Figger Show of Mrs. Jarley.—Mrs. Jarley explains each "figger," which is represented by a living person. Fine opportunity for local hits. T. S. Denison & Co.

Deacon Dubbs.—A rural comedy in three acts. Five males, five females. Time, two and a quarter hours. A play of pathos and clean-cut comedy. The part of the kind-hearted, wise old deacon is the star rôle. A country boy, Swedish hired girl, and an old maid furnish rich comedy. A male quartet and crowd of villagers will add to the success of the play. A country auction, a country wedding, and a country husking bee. By Walter Ben Hare. Eldridge Entertainment House, Franklin, Ohio.

Popping the Question.—A farce in one act. Two males, four females. Time, forty minutes. By J. B. Buckstone. Eldridge Entertainment House.

Hunker's Corner.—Three scenes. Twelve males, fourteen females. Plays two hours. The scene is a country store and post office. The characters range from Bill Hunkers and his darky boy Tob to stylish city automobilists. By Adelaide H. Wyeth. Eldridge Entertainment House.

Trelawney of the Wells.—Comedy in four acts. Ten males, eight females. Time, two and a half hours. Costumes, 1860. For many years the author has been acknowledged the first English-speaking dramatic author, and he is one of the very few dramatists whose plays are valuable for their literary qualities as well as for their dramatic worth. By Arthur W. Pinero. Penn Publishing Company.

The Rivals.—Comedy in five acts. Eight males, four females. Time, two and a half hours. Powder costumes. A standard play that is always popular. By R. B. Sheridan.

Biblical Dramas and Cantatas.

Queen Esther.—A classic drama in three acts. Five males, five females, and as many others as desired. Time, one hour. Eldridge Entertainment House, Franklin, Ohio.

Ruth.—Biblical drama in three acts. Seven males, three females. Can be played by four males with easy double. Bridal guests and virgins. Time, one and three-fourths hours. Scenes, an Oriental interior and a garden; but it may be given in any church or room. Complete description of costumes and detailed stage directions. By Annabel Lawrence. Eldridge Entertainment House.

Ruth, the Gleaner.—A musical drama in five acts. Six males, eleven females, and chorus. By J. A. Butterfield. The John Church Company, Cincinnati, Ohio.

Joseph in Egypt.—Biblical drama in five acts. Twenty-three males, two females. The story of Joseph and his brethren dramatized in blank verse, with several music numbers. Time, one hour. By T. G. Crippen. Penn Publishing Company.

Queen of Sheba.—Biblical drama in three acts. Fifteen females. The part of King Solomon may be taken by a young lady if desired. Time, one hour. By C. F. Hanssen. Penn Publishing Company.

Dawn of Redemption.—Christmas play in four acts. Fifteen males. A clever plot and interesting dialogue interspersed with vocal and piano selections. Time, one hour. By Elizabeth Polding. Penn Publishing Company.

Maccabees.—Biblical drama in three acts. Twelve males. An effective dramatization of events at the time of the massacre of the people of Jerusalem and the flight of Mattathias with Judas Maccabeus and his other four sons. Time, two hours. By Marin de Boylesve. Penn Publishing Company.

Jephthah and His Daughter.—A dramatic cantata in three acts. Eight males, seven females, and a chorus of soldiers, heralds, maidens, etc. By Phin G. Hall. The John Church Company.

Joseph.—A three-scene play for children (twelve to fourteen years of age). Seventeen boys. By F. H. Swift. Order of Smith & Lamar, Department of Sunday School Supplies, Nashville, Tenn., Dallas, Tex., or Richmond, Va.

Queen Esther.—A dramatic cantata by Bradbury. Eldridge Entertainment House.

Saul, King of Israel.—A dramatic cantata of merit. The characters are: Saul, bass; David, tenor; Michael, alto; Witch of Endor, contralto; Samuel, baritone; Jonathan, tenor; Abigail, soprano; Messenger of Comfort; chorus of witches, soldiers, heralds, etc. Libretto by Judge W. B. Perkins and Charles H. Gabriel. Fillmore Music House, 523 Elm Street, Cincinnati, Ohio.

Tableaux of the Virgins.—With descriptive songs prepared by Miss Ermine Owen and J. R. Murray. The Scriptural story of the ten virgins is graphically set forth. Among the musical numbers will be found Root's "Behold, the Bridegroom Cometh!" and Tennyson's "Too Late." Time, ten or fifteen minutes. The John Church Company, Cincinnati, Ohio.

David, the Shepherd Boy.—Cantata by George F. Root. Words by H. Butterworth.

CHAPTER XXIII.

EPWORTH LEAGUE SONGS.

MOTTO SONG.

(Tune: "Love Divine, All Loves Excelling.")

"All for Christ," our chosen motto,
We will wear it loyally.
"All for Christ," we'll sing his praises,
Down before him bow the knee;
He's our Leader, him we'll follow,
Always faithful, kind, and true,
Ever unto others doing
Just as he would have us do.

"All for Christ," his love we'll tell it,
How he died that all might live.
"All for Christ," to poor and needy
Of our bounty will we give.
Lowly here he walked among us,
Healed the sick and led the blind;
Christ, for all the blessed example,
Christ, the friend of all mankind.

"All for Christ," with humble spirit,
Daily wisdom would we ask;
"All for Christ," so may he teach us
How to well perform each task;
And when all of life is over,
And we leave this world of sin,
"All for Christ" we'll reach the portal;
"All for Christ" we'll enter in.

—*Worrel L. Irvin.*

ONWARD, EPWORTH LEAGUERS!

(Tune: "Onward, Christian Soldiers.")

"Onward, Epworth Leaguers!"
This our battle cry;
"All for Christ," our motto:
Lift our banner high.

Sin shall be defeated
By this mighty throng;
We shall win this battle;
This shall be our song.

Chorus.

"Onward, Epworth Leaguers!"
This our battle cry.
"All for Christ," our motto;
Lift our banner high.

We are lifting others
As we tread the way,
Telling of the Saviour
Cleansing sin away.
He who is our Captain
Leads us by the hand,
From a world of sin and strife
To a better land.

Hear us, then, O people,
As we march along,
Raising loud our voices
In our glorious song.
We shall be united
At God's own right hand;
Swell the chorus loud and long
Through the happy land.

—*Epworth Era.*

LOYAL EPWORTH LEAGUERS.

(Tune: "Let the Lower Lights Be Burning.")

We are loyal Epworth Leaguers;
Come and join our happy band,
And we'll make your path grow brighter
As we march to Canaan's land.

Chorus.

We're a band of Epworth Leaguers;
"All for Christ" our motto be,
And by grace we pray he'll guide us
Over life's tempestuous sea.

Have you heard the voice of Jesus
Whispering softly unto you:
"Fields are white and harvest ready,
But the laborers are few"?

Then be up, O Epworth Leaguer,
Heart to heart and hand in hand;
Try to win a soul for Jesus;
We must work at his command.

—*Epworth Era.*

STAND UP, EPWORTH LEAGUERS.

(Tune: "Webb.")

Stand up, stand up for Jesus,
Ye Epworth Leaguers true;
Stand still ere you go forward
That he may speak to you.
Then standing firm and steadfast,
In perfect liberty,
We'll stand till every nation
Shall his salvation see.

Speak out, speak out for Jesus,
Ye Epworth Leaguers bold;
The sweet old gospel story
More precious is than gold.
Then speak a word for Jesus
And praise his name in song;
'Twill cheer some weary brother
The way of life along.

March on, march on for Jesus,
Ye Epworth Leaguers brave;
"All for Christ," our motto,
There are souls that we may save.
March valiant into battle,
Though Satan's hosts appear;
If God be ever for us,
We've nothing more to fear.

—*Literary Leaves.*

EPWORTHIAN SONG.

(Tune: "Maryland, My Maryland.")

Epworthians, Epworthians,
O lift your voices strong and true;
Epworthians, Epworthians,
Faithfully every service do.
The world's in need, it's dark and drear,
Epworthians, O will you hear
The Master calling, sweet and clear:
Lovest thou me, Epworthians?

Epworthians, Epworthians,
Give unto him thy days of youth;
Epworthians, Epworthians,
Valiantly battle for his truth.
Fair maidens in thy purity,
Young men, whose strength he gave to thee,
The Master calleth, "Follow me,"
Follow thou me, Epworthians.

BE TRUE TO JESUS.

(Tune: No. 207, Methodist Hymnal.)

Be true, be true to Jesus,
His every call obey;
O give yourself in service,
O let him have his way.
Arrayed against us Leaguers
Do mighty hosts enlist,
But we shall win the battle,
For we are leagued with Christ.

Be true, be true to Jesus,
Go work in every clime,
That we may surely hasten
The fullness of the time
When unto him all nations
Shall lift their glad acclaim
And, shouting loud hosannas,
Shall praise Messiah's name.

—*Havelin T. Strout.*

LEAGUE BATTLE SONG.

(Tune: "Battle Hymn of the Republic.")

O, we've a mighty army here,
A strong and youthful band;
We've enlisted in a service,
With the Saviour in command;
For love, for peace, and loyalty,
For right we take our stand,
As we go marching on.

Chorus.

Glory, glory, hallelujah!
Glory, glory, hallelujah!
Glory, glory, hallelujah!
Our League is marching on.

"All for Christ" our motto is,
And "Look up, lift up" too;
We'll bear it up in every strife
And valiant be and true;
We'll make this old world better,
And our strength we will renew,
As we go marching on.

We've hoisted up our banners
To the breezes everywhere;
They're floating out o'er every clime,
In North and Southland fair;
Our command is ever "Onward,"
And our watchword, it is "Prayer,"
As we go marching on.

—*Literary Leaves.*

WITH GOOD WILL DOING SERVICE.

(Tune: "One More Day's Work for Jesus.")

With good will doing service,
That "All for Christ" may be,
Till every nation,
In consecration,
The King in glory see,
By every tongue
His wondrous praise be sung.

Refrain.

With good will doing service,
With good will doing service,
With good will doing service,
That "All for Christ" may be.

With good will doing service,
How sweet the work is then!
With hearts full swelling,
And tears upwelling,
We tell his love to men;
He so loved me
To die on Calvary.

With good will doing service,
The price of victory,
Our burden-bearing,
His cross thus sharing,
Our gladsome service be.
Lord, keep me true
That I this work may do.

—*Havelin T. Strout.*

THE WHITE AND THE GOLD.

(Air: "Red, Write, and Blue.")

Our League is an army advancing
To war against the hosts of sin;
Wherever the sunlight is glancing,
The battle for Christ we will win.
We're soldiers enlisted forever,
In his service our names are enrolled;
Our banners wave for vict'ry ever,
Our colors are the white and the gold.

Chorus.

When borne by the white and the gold,
When borne by the white and the gold,
Our banners wave for vict'ry ever,
When borne by the white and the gold.

We are treading the way of salvation,
With righteousness our armors shine;
The bugle calls from every nation,
New volunteers fall into line.
We'll weary in the conflict never,
In summer's heat or winter's cold;
Our banners wave for vict'ry ever,
When borne by the white and the gold.

Our Captain leads on before us,
Trusting in him we'll onward go;
With love's great ensign waving o'er us,
We'll bravely march to meet the foe.
Our League stands for mighty endeavor,
Our soldiers are loyal and bold,
Our banners wave for vict'ry ever,
When borne by the white and the gold.

—*Maud B. Little.*

AFRICA FOR CHRIST.

(Tune: "Loyalty to Christ.")

We were late to take our stand
In Africa's dark land,
For Africa, Africa, Africa for Christ;
But now we're moving on,
We'll all take up the song
Of Africa, Africa, Africa for Christ.

Chorus.

On to Africa! On to Africa!
On to Africa we'll go!
We'll lend a helping hand
To win that darkened land
Of Africa, Africa, yes, Africa for Christ.

O come, ye brave and true,
There's work for you to do
For Africa, Africa, Africa and Christ.
Let all obey the call
And lift the dreadful pall
For Africa, Africa, yes, Africa for Christ.

There comes to you and me,
From far across the sea,
For Africa, Africa, Africa for Christ,
A call to give or go;
For all may help, you know,
Win Africa, Africa, Africa to Christ.

While some are far away,
And some among us stay,
Yet Africans, Africans, Africans are Christ's.
No matter where they live,
To them we'll go and give,
For Africans, Africans, Africans are Christ's.

—*Stella Womack.*

NORTH GEORGIA CONFERENCE SONG.

(Tune: "Columbia, the Gem of the Ocean.")

O ye Leaguers, the hope of the future,
Ye band that's so loyal and true,
The pride of the Church's fond nurture,
A world asks salvation through you.
Thy mandates make heroes assemble,
Where the story of Christ must be told;
Thy banners make Satan to tremble
When bearing the white and the gold.

Where sin wages wide desolation
And threatens our Christ to betray,
The hope of the nation's salvation,
Ye Leaguers, come swift to the fray.
With the cross of the Saviour before us,
Where so proudly you carry his name,
With the white and the gold floating o'er us,
"All for Christ" be our motive and aim.

The cross of the Saviour bring hither,
'Fore the Church's true sons let it move;
May souls it has saved never waver,
Nor hearts cease to thrill at its love!
May our trust in Jehovah ne'er falter!
But firm in our faith we will hold
The cross of the Saviour forever,
The boast of the white and the gold.

—*Augusta Radford.*

JUNIOR LEAGUE SONG.

(Tune: "Old Black Joe.")

Bright are the days that the future for us holds;
"Love, serve, obey" are the watchwords of our folds,
Keeping our pledge is the purpose of our days,
And "All for Christ" the secret spring of all our praise.

Chorus.

O Juniors, our Juniors,
May your purpose never fail,
For Christ to work and ne'er to shirk;
To him all hail!

The gold and the white are for worth and purity;
More like the Christ we're striving hard to be.
Lend us your prayers, and we'll conquer every foe;
We will not take a backward step, but forward go.

Faithful and true is the Junior Epworth band,
Learning to work for a purpose great and grand,
Learning to lead; and with leaders brave and strong,
We'll soon recruit the Senior League, a happy throng.

—*Lallie Dorsey.*

JUNIOR CONSECRATION HYMN.

(Tune: "Just As I Am, Without One Plea.")

Just as I am, thine own to be,
Friend of the young, who lovest me,
To consecrate myself to thee—
O Saviour dear, I come, I come.

In the glad morning of my day,
My life to give, my vows to pay,
With no reserve and no delay,
With all my heart I come, I come.

I would live ever in the light,
I would work ever for the right,
I would serve thee with all my might—
Therefore to thee I come, I come.

Just as I am, young, strong, and free,
To be the best that I can be,
For truth and righteousness and thee,
Lord of my life, I come, I come.

—Primary and Junior Hymnal, by permission of Heidelberg Press.

THE TRUMPET CALL.

(Tune: "Hold the Fort.")

Epworth Leaguers, strong and mighty,
Rally round the cross;
Thousands are now with you marching,
And not a battle lost.

Chorus.

"All for Christ, our great Commander,"
Rings the trumpet call;
"Thine we are and thine forever,"
Let us answer all.

Come, ye Christians, young and joyous,
Rally for the right;
God is calling for your service,
Enter now the fight.

Where the bloodstained banner waveth,
Rally for our King,
'Till your courage, all undaunted,
Victory shall bring.

When our cause seems almost failing,
Rally for your God;
By the victors in the conflict
Crystal streets are trod.

—Havelin T. Strout.

KEEP UP THE EPWORTH LEAGUE.

(Tune: "He Leadeth Me.")

O, Epworth Leaguers, fall in line
And battle for the King divine,
Make known his love in ev'ry place
And tell the lost of saving grace.

Chorus.

Keep up the League, the Epworth League,
Live "All for Christ," the King above;
Keep up the League, the Epworth League,
And tell to all the Saviour's love.

O Epworth Leaguers, march away,
Keep close to Jesus ev'ry day;
Make known to men the gospel grand
And spread the light o'er all the land.

Come, let us go, with flags unfurled,
And do our part to save the world;
With Jesus's name to all make known
And bring the lost ones to his throne.

—*U. S. Lindsey.*

A HYMN OF YOUTH.

(Tune: Dort. No. 672, Methodist Hymnal.)

Our youth to thee we bring,
O gracious Saviour, King;
Guide thou our feet.
Then all the coming years
Shall know no dismal fears,
And though it bring its tears,
Life will be sweet.

Our minds to thee we bring,
O glorious Christ, our King;
Help us to learn
The truth that makes men free,
The truth that leads to thee,
The truth that is to be,
For which men yearn.

Our hearts to thee we bring,
O loving Jesus, King,
To crown thee there.
Beside thy blood-stained cross
Life's pleasures turn to dross;
We too would know the loss
That love must share.

Our wills to thee we bring,
O mighty Christ, our King,
To make them thine.
We dare not choose our way,
Lest we should miss the day.
O, hear each as we pray,
"Thy will be mine"! —*Emily Allen Siler.*

JUNIOR SONGS.

BY MISS MINNIE WEBB.

(Tune: "Tramp, Tramp, Tramp.")

Jesus loves the blessed Juniors,
All the Juniors of the world—
Red and yellow, black and white,
They are precious in his sight,
For he loves the blessed Juniors of the world.

(Tune: "Long, Long Trail.")

There are heathen children calling
To you and calling to me
From homes of heathen darkness
Where there's misery.
We will heed their plaintive calling
And make them smile once again
By telling them of Jesus,
Who will prove their loving Friend.

(Tune: "Pack Up Your Troubles.")

Stack up your nickels in your old tin bank
And smile, smile, smile;
If you've a heart, then do your part—
Give, for that's the style.
What's the use of keeping them?
They won't buy a thing anyhow;
So stack up your nickels in your old tin bank,
And do it now.

(Tune: "Over There.")

Over there, over there,
Send the word, send the word over there
That the Juniors are coming,
Their dollars are coming—

Hear the tink, tink, tinkling everywhere.
So beware, say a prayer,
Send the word and your dollars over there;
It's going over, we'll put it over,
And we'll not give up
Till the gospel's everywhere.

"PEP" SONGS.

Official Epworth League "Pep" Song.

(Tune, "Tipperary.")

It's a good thing to be a Leaguer,
It's the best thing I know;
It's a good thing to worship Jesus
As heavenward we go.
Good-by, sin and sorrow;
Farewell, doubt and fear.
It's a grand, good thing to be a Leaguer,
And that's why we're here.

Lieber Augustine.

(Supply name of Conference, Conference president, etc.)

1. What's the best Conference, Conference, Conference,
What's the best Conference in this land?
It's ——, it's ——,
It's ——, it's ——,
O, ——'s the best Conference in this land!

2. Who's the best president? etc.
3. Who's the biggest eater? etc.
4. Who's the best ladies' man? etc.
5. Who's the best tennis player? etc.
6. And so on *ad infinitum.*

What Makes Tanbark Bark?

1. What makes the tanbark bark, babe,
What makes the tanbark bark?
What makes the tanbark bark, babe,
What makes the tanbark bark, bark, bark, bark?
What makes the tanbark bark, babe,
What makes the tanbark bark?
I ask you again as a personal friend,
What makes the tanbark bark?

Answer.

Dogwood makes the tanbark bark, babe, etc.

2. What makes a Parker park, babe,
What makes a Parker park? etc.

Answer.

A Ford makes a Parker park, babe, etc.

3. What makes Kentucky tuck, babe, etc.

"I AIN'T GOT WEARY YET."

And I ain't got weary yet,
And I ain't got weary yet,
Been listenin' to speeches all day long,
All the time I'm singin' this song,
And I ain't got weary yet,
And I never will, you bet.
Why, all the Leaguers that I see
Are as full of fun as they can be;
That's their style, and it just suits me,
So I ain't got weary yet.

And I ain't got weary yet,
And I ain't got weary yet,
Been sittin' in conference all day long,
All the time I'm singin' this song,
And I ain't got weary yet,
And I never will, you bet.
They got me up before sunrise,
Bless my soul, couldn't open my eyes!
It's a strenuous life, but you'd be surprised,
'Cause I ain't got weary yet.

(Tune: "The Farmer's in the Dell.")

The worst is yet to come,
The worst is yet to come,
Wait for the speeches [substitute anything as desired], boys,
The worst is yet to come.

[*Note.*—One bunch of live Leaguers pulled this off at a Louisville District banquet just before time for the speeches to begin.]

(Tune: "Turkey in the Straw.")

Hello, Miss ——, and how do you do?
It's been a long time since we've seen you.
O, we like to see you smile, and we like to see you chew.
Hello, Miss ——, how do you do?

(Tune: "Mickey.")

Leaguers, faithful Leaguers,
We're a happy, jolly band;
In our smiling, so beguiling,
We spread sunshine at home;
Where'er we roam we do;
Full of pep, with a good rep,
Let that spirit be each day;
Jolly Leaguers, faithful Leaguers,
Can we blame any one for joining our fun and play?

—*Mrs. J. W. Thorne.*

(Tune: "Alcoholic Blues.")

I've joined the League,
I've joined the League,
I've joined the Senior Epworth League.
No more loafing down in town;
Good-by, street boy,
You used to give me false joy.
Leaguers are a happy, jolly band;
O, tell me when we're going to meet again.

Chorus.

League—I joined the League,
Since then I'm happy every day;
Leaguers, surely that is well.
You know I've just got to tell—
O, I've got the Senior Epworth League blues!

—*Mrs. J. W. Thorne.*

(Tune: "Old Gray Mare.")

1. Our Conference is grand and glorious,
It's grand and glorious, it's grand and glorious;
Our Conference is grand and glorious,
And you know that ain't all.

Chorus.

And you know that ain't all,
And you know that ain't all.
O, our Conference is grand and glorious,
And you know that ain't all.

2. Our Conference, it's just got lots of pep,
It's just got lots of pep, just got lots of pep, etc.

Chorus.

And you know that ain't all, etc.

3. Our Conference makes all others step, etc.

Chorus.

And you know that ain't all, etc.

4. The old Epworth League ain't what she used to be,
Ain't what she used to be, ain't what she used to be;
The old Epworth League ain't what she used to be
Many long years ago.

Chorus.

Many long years ago, many long years ago, etc.

5. The old Epworth League is better than she used to be,
Better than she used to be, better than she used to be, etc.

Chorus.

Many long years ago, etc.

(Tune: "Li'l' Liza Jane.")

Say our president ain't got no pep,
You're lyin', Jane.
Say our Conference ain't got no rep,
You're lyin', Jane.

Chorus.

O, you're lyin', you're lyin', Jane;
O, you're lyin', you're lyin', Jane.

Never saw a Leaguer who had any sense,
You're lyin', Jane.
Never finish anything they commence,
You're lyin', Jane.

Chorus.

If you say this grub ain't no good,
You're lyin', Jane.
Can't eat more, but I wish I could,
You're lyin', Jane.

Chorus.

TO-DAY IS MONDAY.

1. To-day is Monday, to-day is Monday;
Monday's bread and butter.
O, you little Leaguers [rookies], we wish the same for you.

2. To-day is Tuesday, to-day is Tuesday;
Tuesday's roast beef,
Monday's bread and butter.
O, you little Leaguers [rookies], we wish the same for you.

3. To-day is Wednesday, to-day is Wednesday;
Wednesday's soo-ooo-oop [draw out in high falsetto],
Tuesday's roast beef,
Monday's bread and butter.
O, you little Leaguers [rookies], we wish the same for you.

4. To-day is Thursday, to-day is Thursday;
Thursday's string beans,
Etc. [each time repeat back to Monday].

5. To-day is Friday, to-day is Friday;
Friday's fish, etc.

6. To-day is Saturday, to-day is Saturday;
Saturday's pay day, etc.

7. To-day is Sunday, to-day is Sunday;
Sunday's Church, etc.

SONGS.

(Tune: "Old-Time Religion.")

Chorus.

The League is good for everybody,
It is good for everybody,
It is good for everybody,
And it's good enough for me.

It is good for the long and lean, etc.,
And it's good enough for me.

Chorus.

It is good for the short and wide, etc.

Chorus.

It is good for the 'twixt and 'tween, etc.

Chorus.

It is good for the proud and haughty, etc.

Chorus.

It is good for the meek and lowly, etc.

Chorus.

It is good for blond and brunette, etc.

Chorus.

It is good for the reds and blues, etc.

Chorus. —*Ruth Hudson.*

(Tune: "Good Morning, Mr. Zip, Zip, Zip.")

Good evening, Mr. Blue, Blue, Blue,
With your smile just as broad as mine.
Good evening, Misses Blue, Blue, Blue,
You're surely looking fine.
Ashes to ashes and dust to dust,
If a soldier don't get you, a civilian must.
Good evening, Misses Blue, Blue, Blue,
With your smile just as broad as,
Your smile just as broad as,
Your smile just as broad as mine.

[After a Red-and-Blue contest.] —*Ruth Hudson.*

(Tune: "Maryland, My Maryland.")

What sounds are these that strike the ear,
Hail to thee, Arcadia!
A mighty host is gathered here,
Hail to thee, Arcadia!

We're glad we're here, we're glad we came;
We hope that you feel just the same.
We raise our voices to the fame
Of thee, our dear Arcadia.

(Tune, "Good Night Ladies.")

1. Hail, Ovoca!
Hail, Ovoca!
Hail, Ovoca!
Ovoca, Tennessee.

Chorus.

Merrily we sing to thee,
Sing to thee, sing to thee;
Merrily we sing to thee,
Ovoca, Tennessee.

2. Kale, Ovoca!
Kale, Ovoca!
Kale, Ovoca!
For the Centenary.

Chorus.

3. Fail, Ovoca!
Fail, Ovoca!
Fail, Ovoca!
It's not in our dictionary.

Chorus.

(Tune: Yale's "Boola-Boola.")

Dr. Parker, Dr. Parker,
Dr. Parker, Dr. Parker,
We will never cease to love thee;
Dr. Parker,
Hail to thee!
[Substitute any name.]

SOME YELLS.

When You're Up You're Up.

1. When you're up you're up [all stand],
And when you're down you're down [sitting];
And when you're only halfway up [stooping]
You're neither up nor down.

2. When you're up you're up [all stand],
And when you're down you're down [sitting];
And when you're up against [name of State, city, etc.]
You're upside down [hands on table and head bowed].

Where are you from?
Poplar Bluff.
How does your League go?
Zip! Zip!
What makes it go?
Pep! Pep!
Where did you get it?
A-r-c-a-d-i-a, Arcadia!

SOME MORE SONGS.

Epworth League.

1. Here's to Epworth! Here's to Epworth!
Here's to the League that we all adore!
We want to cheer her, we want to cheer her
Every Sunday, Monday, Tuesday, Wesnesday, Thursday, Friday, Saturday,
Every Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, Saturday,
Every Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, Saturday,
Sunday afternoon, and then some more.

2. Junaluska! Junaluska!
It's the place that we all adore.
We want to cheer her, we want to cheer her, etc.

To Our North Texas Conference President.

What's the matter with Chammy Dean?
He's all right!
What's the matter with Chammy Dean?
He's all right!
He's the fellow that makes things go,
He's the fellow who runs our show.
What's the matter with Chammy Dean?
He's all right!

To Our Ruby Kendrick C of Miss. Treasurer.

Miss Meadow, we love you,
Miss Meadow, so dear.
Think we don't love you?
What a foolish idea[r]!

To Editor of League Page in Texas Christian Advocate.

Howdy do, Miss Nash, howdy do?
Is there anything that we can do for you?
We will do whate'er we can,
Stand by you to a man.
Howdy do, Miss Nash, howdy do?

To Texas State [Style Song].

They say that old Texas, she ain't got no style,
Got style all the while, style all the while;
They say that old Texas, she ain't got no style,
Got style all the while, all the while.

A Marching Yell.

Your pep! Your pep!
You've got it, now keep it,
Doggone it, don't lose it.
Your pep! Your pep!

[Repeat it over and over as often as desired, keeping time as you march.]

LOUISVILLE DISTRICT SONGS.

[Substitute the name of any other city, district, or State.]

(Tune: "Ring the Bells of Heaven.")

1. We are Epworth Leaguers, such a happy band,
For the victory we are sure to win.
Come, O weary wanderer, lend a helping hand,
Bravely fight to drive away all sin.

Chorus.

Louisville, Louisville, how we love the name!
Leaguers, Leaguers, we are proud to claim
"All for Christ" our motto, all for Christ our King;
Daily would we souls to Jesus bring.

2. We are Epworth Leaguers growing day by day
As we spread the gospel o'er the world;
See the banners waving all along the way,
Keep them ever to the breeze unfurled. —*Edna Figg.*

Louisville for Christ.

(Tune: "Loyalty to Christ.")

We are here from Louisville,
The leading district still;
For Louisville, Louisville, Louisville for Christ.
And as we move along,
We'll all take up the song
Of Louisville, Louisville, Louisville for Christ.

Chorus.

On to victory, on to victory,
On to victory we'll go!
We fight a winning fight,
So help with all your might,
Take Louisville, Louisville, Louisville for Christ.

The Prince of Darkness knows
Whence come the fiercest blows
For Louisville, Louisville, Louisville for Christ.
He knows the white and gold,
The meaning that they hold
In Louisville, Louisville, Louisville for Christ.

For Leaguers great and small
There comes the certain call,
Win Louisville, Louisville, Louisville for Christ.
No matter where you live,
Your prayers you'll surely give
For Louisville. Louisville, Louisville for Christ.

—*Carlisle R. Petty.*

Three Cheers for the White and the Gold.

(Tune: "Columbia, the Gem of the Ocean.")

1. Louisville District, to you we are bringing
Our praises for work good and true;
Well worthy of all our glad singing,
Our district we love through and through.
With faithful young men and young women
To further the cause of salvation,
O Louisville, our pledge we are giving
To work with our main and our might.

Chorus.

To work with our main and our might,
To work with our main and our might,
To further the cause of salvation,
To work with our main and our might.

2. Every Leaguer is called to his colors
And to join hands and hearts with the rest;
The white and the gold never fail us,
Inspiring us on to our best.
With Christ as our Captain and Leader,
We're pushing onward to the goal,
The white and the gold floating o'er us;
Three cheers for the white and the gold.

Chorus.

Three cheers for the white and the gold,
Three cheers for the white and the gold,
To our colors we'll always be loyal,
Three cheers for the white and the gold.

3. Our district, the best in the Conference,
We're striving this place to maintain;
Efficiency its watchword ever
Will help us our purpose to gain.
So let us be up and be doing
All we can for our Saviour and Friend,
Who has promised to guide us forever,
We will praise him from now till the end.

Chorus.

We will praise him from now till the end,
We will praise him from now till the end,
Our Saviour and Master and Leader;
"All for Christ"—Louisville District will win.

(Tune, "Beautiful Isle of Somewhere.")

Somewhere the sun is shining,
Somewhere the song birds dwell,
Somewhere there's no repining,
Somewhere—that's Louisville.

Chorus.

Louisville, Louisville,
District of all best and fairest,
Deep, strong, and true, we pledge to you,
Our love to dear old Louisville.

Somewhere the Leaguers are stronger,
Somewhere the work is fun,
Somewhere they toil the longer,
Till every task is done.

Somewhere the girls are fairer,
Somewhere young men are true,
Somewhere the vision's clearer,
Somewhere the shirkers few.

(Tune: "Sweet Evalina.")

Here's to old Louisville, hail to old Louisville!
Our love to you will never, never die;
District of all the districts the dearest,
Our love to you will never, never die.

(Tune: Yale's "Boola-Boola.")

Louie, Louie,
Louie, Louie,
Louie, Louie,
Louie, Louie,
Louie, Louie,
Louie, Louie,
Louie-ville.

DISTRICT YELL.

Zipp, zipp, zoo!
Howdy do?
We're from Louisville.
Who are you?
We're for progress,
We're for pep!
We're for Louisville!
Pep! Pep! Pep!

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